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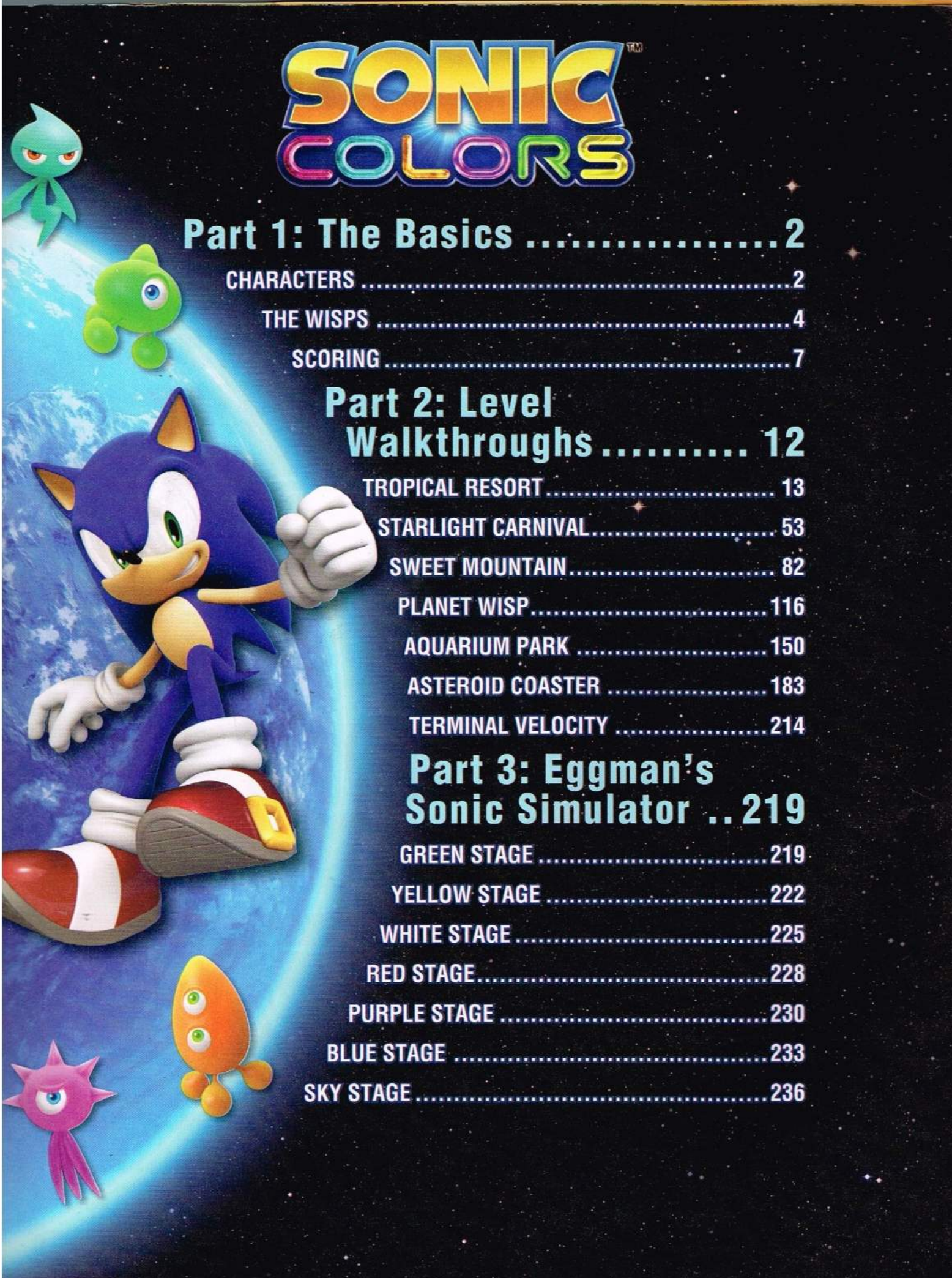

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THE BASICS

Welcome to the official strategy guide for the spectacular Wii version of Sonic Colors. This book gives you a detailed, step-by-step walkthrough for all 45 Acts of the main story, plus complete maps for the 21 bonus missions you can unlock in Eggman's Sonic Simulator.

CHARACTERS

SONIC THE HEDGEHOG

Sonic has spent years foiling Dr. Eggman's heinous plans, so forgive our hedgehog hero if he's skeptical of the mad doctor's latest project. Sure, the Incredible Interstellar Amusement Park is big, bright, colorful, and happy-looking at first glance. But Sonic knows that Eggman's true motivation is always power and control.

DR. EGGMAN

Dr. Eggman claims to be over his evil genius phase, and wants to make amends for his past transgressions. His amusement park certainly *looks* like a lot of fun, and even Sonic calls it "epic." But as Sonic also adds: "Eggman plus secretly built amusement park equals evil plot for us to foil." Is Eggman really rehabilitated and leaving his criminal mastermind ways behind? Or is Sonic right again... as usual?

MILES "TAILS" PROWER

Tails the flying fox is Sonic's best buddy. He's also a mechanical genius, and he's pretty sure his Wisp translator will help crack the case of the mysterious space amusement park. All he needs to do is, uh... "connect the framistatic capacitor to the maximizing modulationizor." And other stuff. Then he'll get the real story behind Eggman's scheme from Yacker, the White Wisp.

YACKER

When Sonic finds Eggman's hench-bots chasing a pair of harmless-looking aliens, he follows his usual instincts and rescues the creatures. One of them is a White Wisp named Yacker, and the little fellow seems to have a message for Sonic and Tails. Unfortunately, neither speaks Wisp, so Tails sets to work on a translator device. As he refines its workings, Tails gets more tidbits of info from Yacker on Eggman's plans.

ORBOT & CUBOT

Dr. Eggman's robotic minions exist only to serve their master. Although both bots have been around long enough to watch most (okay, *all*) of Eggman's plots foiled by Sonic, they remain understandably loyal to the man who holds their ON/OFF switch.

THE POWER OF WISPS

Collecting Wisp capsules gives Sonic access to their remarkable Color Powers. The Sonic Colors game manual provides a nice rundown of these various powers and how to unleash them. But we'd like to add a few notes of our own to help you master them completely.

Unlocking Color Powers

In the early going, you'll find many Wisp capsules empty. These capsules become inhabited by Wisps only after Sonic finds and liberates them—Wisps of that capsule's color—later in the game. (See our Color Power Unlock Chart below.) Of course, you can complete each Act despite the empty capsules. But many areas within the Act won't be accessible until you unlock the missing Wisps' Color Power later and then return to replay the Act.

For example, the very first Act of the game (Tropical Resort, Act 1) features vast underground areas that yield valuable goodies. But you can't explore them until after you've completed all Tropical Resort missions, plus Act 1 of Sweet Mountain where you unlock Yellow Color Power. Then you can return to replay Tropical Resort, Act 1, where you'll find all the previously empty Yellow Wisp capsules now occupied by Yellow Wisps. You can collect them and use the Yellow Drill form to tunnel through the "diggable dirt" sections.

We account for this replay factor in our walkthrough by adding "special color sections" in each Act to show you how to use the Color Power after it's unlocked and you return to the area. But we've made sure that each Act's walkthrough works for you whether or not you've got all color powers unlocked.

Color Power Unlock Chart

Color Power Unlocked	How to Unlock
Cyan Laser	Complete Tropical Resort, Act 3
Yellow Drill	Complete Sweet Mountain, Act 1
Orange Rocket	Complete Sweet Mountain, Act 3
Blue Cube	Complete Starlight Carnival, Act 1
Green Hover	Complete Starlight Carnival, Act 5
Pink Spikes	Complete Planet Wisp, Act 1
Purple Frenzy	Complete Asteroid Coaster, Act 1

CYAN LASER

When Sonic first transforms into the Cyan Laser form, a dotted aiming line appears. You get a few seconds to adjust the aim in a limited arc by moving this line with your controller. Then the laser fires, shooting Sonic to a new location. Many amazing shots are set up for you via the placement of prisms and optical cables. Just aim the Cyan Laser at these and let her rip.

Be sure to turn Sonic to face the general direction you want to shoot *before* activating the laser. If Sonic faces the opposite direction, you may not be able to rotate the aiming line all the way over to where you want it.

Also note that the Cyan Laser can't penetrate walls or unbreakable blocks and crates—the ones with blue-lit trim. It ricochets off these surfaces, an action that you must often use to reach targets. (Our walkthrough screenshots always illustrate the best shot angles for aiming the laser.) But the laser can blast through destructible blocks and crates, the ones with white-lit trim. Remember this when you have the laser available and you see an encased special item that seems inaccessible.

YELLOW DRILL

This form has two uses. Sonic can drill through "diggable dirt" in underground areas to find many valuable items. The Yellow Drill also becomes a fast-moving and indestructible torpedo in underwater areas. Note that Sonic cannot enter any pipe openings, either underground or underwater, unless he's in the Yellow Drill form. Also, Sonic automatically returns to his regular form the moment the Yellow Drill emerges from dirt or water into the air.

ORANGE ROCKET

The Orange Rocket form is the simplest to "control" because, well, you *have* no control other than where you choose to activate it. Look for vertical trails of Rings after collecting an Orange Wisp capsule. These are usually clues that suggest you should activate the Orange Rocket right under them.

Once activated, the rocket shoots straight up in the air in a perfect vertical line until it expires after a few seconds. Typically, Sonic's gentle freefall back to the ground afterwards is where you gain the greatest benefit of the Orange Rocket. Often you find special items this way.

BLUE CUBE

Blue Cube may be the trickiest of all the Color Powers. When you activate it, all nearby Blue Blocks (which are solid and indestructible) suddenly turn into Blue Rings (which are *not* solid and are collectible like other Rings in the game), and vice versa—all nearby Blue Rings also turn into Blue Blocks. Here's an important thing to remember: You can use Blue Cube as many times as you want while there's still time left on its color gauge. That means you can "toggle" Blue Blocks into Blue Rings and back again several times during a single duration of Blue Cube.

This often creates some very interesting movement/jumping puzzles. For example, you may need to activate Blue Cube to change a row of Blue Rings into solid Blue Blocks in order to create a solid bridge to run across. But after you cross the bridge, you may find yourself at a dead end chasm with only Blue Rings ahead. At that point, just shake the Wii controller again (or whatever method activates your Color Power) to change those next Rings into Blocks, then use them to jump across the chasm before time runs out on the color gauge. Like we said, it's tricky. But don't worry, our walkthroughs give you good strategies for every Blue Cube puzzle.

GREEN HOVER

Flight is always a welcome ability, but the Green Hover form is very short-lived unless you know what to look for. The key is to find trails of Rings in the air. Fly to the beginning of the trail, then hold down the Boost button to trigger Ring Dash. During a Ring Dash, Sonic's Green Hover form accelerates as it follows the Ring trail—but more importantly, your Green color gauge freezes during the dash. So you can follow a very long trail of Rings without losing any Green Color Power.

PINK SPIKE

The Pink Spikes form gives you a valuable way to reach hidden items. Activate the spikes and start rolling up walls and across ceilings, sometimes to places you never thought possible. You can jump surprisingly well in Pink Spikes form; use this ability when you reach a gap, but want to continue your roll on the other side.

One other thing to remember about Pink Spikes: Its spikes are powerful and can smash destructible blocks (the ones with white-lit trim). This ability lets you smash your way to special items encased in such blocks, but on occasion it might take your roll suddenly in a direction you didn't expect. Watch in particular for narrow shafts filled with destructible blocks.

PURPLE FRENZY

This may be the most fun Color Power. When you activate Purple Frenzy, Sonic turns into a chomping purple beast who can eat through enemies, destructible blocks, and (in the factory levels) clusters of tall tubes filled with glowing blue liquid. This often reveals special items hidden in the blocks or tubes. Keep in mind that the Purple Frenzy form is wild and hard to control. It responds to your movement controls, but not cleanly. So steer early toward targets you plan to munch.

NOTES ON GIMMICKS

Most gimmicks such as Springs, Dash Panels, Springboards, and Rainbow or Dash Rings are easy to use. Sonic just has to touch the gimmick to trigger its propulsion action. In some cases, such as winch or zip-line wire handles that are seemingly out of reach, you can use Homing Attacks to target and grab them.

UNLOCKING AREAS

Here's a list of all the areas you can unlock in Sonic Colors and what it takes to unlock them.

Area Unlocks

Unlocked	How to Unlock
Sweet Mountain	Defeat Tropical Resort Boss.
Starlight Carnival	
Planet Wisp	Defeat Starlight Carnival and Sweet Mountain Bosses.
Aquarium Park	
Asteroid Coaster	
Terminal Velocity	Defeat Planet Wisp, Aquarium Park, and Asteroid Coaster Bosses.
Egg Shuttle	Clear Tropical Resort, Sweet Mountain, and Starlight Carnival areas.

Eggman's Sonic Simulator Unlocks

Unlocked	How to Unlock
Yellow Stage, Act 2	Earn 60 Special Rings
Red Stage, Act 2	Earn 80 Special Rings
Blue Stage, Act 2	Earn 100 Special Rings
Green Stage, Act 2	Earn 50 Special Rings
Purple Stage, Act 2	Earn 90 Special Rings
Sky Stage, Act 2	Earn 110 Special Rings
White Stage, Act 2	Earn 70 Special Rings
Yellow Stage, Act 3	Earn 130 Special Rings
Red Stage, Act 3	Earn 150 Special Rings
Blue Stage, Act 3	Earn 170 Special Rings
Green Stage, Act 3	Earn 120 Special Rings
Purple Stage, Act 3	Earn 160 Special Rings
Sky Stage, Act 3	Earn 180 Special Rings
White Stage, Act 3	Earn 140 Special Rings
Mii as playable character in Simulator	Earn 30 Special Rings
Transform to Super Sonic	Clear all of Game Land

SCORING

Here's the inside scoop on the Sonic Colors scoring system, courtesy of Team Sonic.

In general, non-boss stages are divided into four categories based on length: Very Short, Short, Medium, and Long. Very Short stages can be cleared in about one minute; Short stages in about two minutes; Medium stages in about three minutes; and Long stages in more than three minutes. Boss stages vary in length, so check our boss-level walkthroughs for information on their size.

How to Calculate Stage Results

BASIC SCORING FORMULA

When you complete a stage and reach the Results screen, your final score is calculated based on the following formula:

(Continually Converted Bonus Total + "No Miss" Bonus) + Ring Score + Time Score = TOTAL SCORE

Your total score determines the rank (S, A, B, C, or D) you earn for the stage. Keep reading for a complete explanation of each value set in this formula.

"NO MISS" BONUS

This bonus is awarded based on the number of times you lose a try when clearing a stage. It decreases each time you lose a try and drops to zero if you lose five tries. The "No Miss" bonus points available changes with the length of the stage. Stage length is divided into four categories:

Stage Length: Very Short

Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5	0

Stage Length: Short

Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5	0

Stage Length: Medium

Lost Tries	Added Bonus
0	450,000
1	337,500
2	292,500
3	90,000
4	45,000
5	0

Stage Length: Long

Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5	0

Boss (General)

Lost Tries	Added Bonus
0	1,000,000
1	750,000
2	650,000
3	200,000
4	100,000
5	0

TIME SCORE

You'll be happy to learn that you start each new stage with a large number of points. The designers call this your "Base Clear Score." Unfortunately, the game then proceeds to deduct a specific number of points per second from that base score until you clear the stage. This per-second deduction is your "Deduction Score." So the longer you take to complete the stage, the more points you lose from your starting point total. The final tally is called your Time Score, which is then plugged into the Basic Scoring Formula we mentioned earlier.

When you clear a stage, the game calculates your Time Score as follows:

Time Score = Base Clear Score – [Deduction Score x Stage Clear Time (in seconds)]

If you take so long clearing a stage that your Time Score drops all the way to zero, the "Time Over" message appears onscreen in the upper-right corner. For more on this condition, see the next section.

Both your Base Clear Score and the Deduction Score (number of points deducted per second) will change according to the length category of the stage. Here are the four categories and the corresponding scores:

Stage Length: Very Short

Base Clear Score	Deduction Score (Points Deducted per Second)
150,000	1,000

Stage Length: Short

Base Clear Score	Deduction Score (Points Deducted per Second)
320,000	1,100

Stage Length: Medium

Base Clear Score	Deduction Score (Points Deducted per Second)
465,000	1,200

Stage Length: Long

Base Clear Score	Deduction Score (Points Deducted per Second)
685,000	1,400

Note that boss levels have different Base Clear and Deduction Scores, so be sure to check those in our walkthrough for each boss.

RING SCORE

The game keeps a running onscreen total of the number of Rings you acquire in each stage, up to a total of 9,999. Note, however, that this number drops to zero whenever Sonic takes damage, whether from an enemy or by hitting a hazard such as roof/floor spikes.

When the stage ends, your Ring Score equals the number of Rings currently recorded times 1,000. That means if you end the stage with 34 Rings, your "Ring Score" bonus is 34,000 points, which is then plugged into the Basic Scoring Formula (mentioned earlier) to calculate your total score.

TIME OVER

When your Time Score drops to zero (see our Time Score description), the "Time Over" message appears onscreen. Once you hit this mark, you keep points you've earned up until then, but no new points can be added to your total—even if you acquire more Rings, defeat more enemies, or complete other bonus acts. However, your Ring Score and "No Miss" Bonus automatically drop to zero.

The "Time Over" time limits differ with the length of the stage (see our table to the right).

Stage Length:	Time Over at:
Very Short	2:30
Short	4:51
Medium	6:28
Long	8:09

Note that boss levels have different "Time Over" time limits, so be sure to check those in our walkthrough for each boss.

CONTINUALLY CONVERTED BONUS

This bonus is where you gain the bulk of your points. As you proceed through an Act, you pick up bonuses for a wide variety of activities: hitting checkpoints and gimmicks, nailing enemies, smashing destructible objects, using Color Powers, and nabbing items such as the red Special Rings that are worth 30,000 points apiece. These bonuses are constantly added to your point total as you collect them. Hence the Sonic Team designers refer to this as the "continually converted bonus." The team provided the following comprehensive list of all such bonuses.

Bonus Score Chart

Category/Bonus	Points	Maximum	Notes
Checkpoint Bonus	2,500	Unlimited	Points added by going through checkpoints. You also get points for hitting consecutive checkpoints without losing a try. If Sonic loses a try, the checkpoint bonus goes back to the "first time check-through" of 2,500 points. First time check-through: 2,500pts 2x consecutive check-throughs: 5,000pts 3x consecutive check-throughs: 10,000pts 4x consecutive check-throughs: 20,000pts 5x consecutive check-throughs: 40,000pts 6x consecutive check-throughs: 80,000pts 7x consecutive check-throughs: 160,000pts 8x consecutive check-throughs: 320,000pts 9x or more: 640,000pts
Ring/Rainbow Ring	5,000	Unlimited	Only counts with first-time use. Using the same Rainbow Ring a second time and after is not counted. Lost Try -> Continue: will reset the number of times a Rainbow Ring is listed as accessed (returns to first time).
Blue Medal	3,000	Unlimited	Counted per every Blue Medal collected.
Destructible Object: Normal	100	Unlimited	Counted for every crate, box, glass floor, destructible asteroid, etc, destroyed.
Destructible Object: Color	3,000	Unlimited	Counted for every rock that can be destroyed via Color Power only.
Ring/Retrieved	10	Unlimited	Counted for every Ring dropped (from taking damage) that you re-collect.
Ring/1x	200	Unlimited	Counted for every Ring collected.
Ring/Super Ring	2,000	Unlimited	Counted for every Super Ring collected.
Trick Jump/1st Part Completed	1,000	Unlimited	Score differs based on how many parts of the jump are performed. Points are added after the Trick Jump is finished.
Trick Jump/Two Parts Completed	2,000	Unlimited	Score differs based on how many parts of the jump are performed. Points are added after the Trick Jump is finished.
Trick Jump/Three Parts Completed	4,000	Unlimited	Score differs based on how many parts of the jump are performed. Points are added after the Trick Jump is finished.

Category/Bonus	Points	Maximum	Notes
Trick Jump/Four Parts Completed	8,000	Unlimited	Score differs based on how many parts of the jump are performed. Points are added after the Trick Jump is finished.
Trick Jump/All Five Parts Completed	10,000	Unlimited	Score differs based on how many parts of the jump are performed. Points are added after the Trick Jump is finished.
Special/Special Ring	30,000	Unlimited	Counted for every red Special Ring (five per stage) collected.
Special/Shooting Target	200	Unlimited	Bonus points awarded for destroying targets consecutively: 1x destroyed: 200 2x destroyed: 400 3x destroyed: 800 4x destroyed: 1,600 5x destroyed: 3,200 6x destroyed: 6,400 7x destroyed: 12,800 8x destroyed: 25,600 9x destroyed: 51,200 10 or more destroyed: 102,400
Special/Punching Ball	5,000	Unlimited	Counted for every Punching Ball destroyed by attacking from both size at once (co-op mode only).
Special/Spiral Door	5,000	Unlimited	Counted for accessing Spiral Door via Boost (Sonic Simulator only).
Special/Egg Medal	50,000	Unlimited	Counted for every Egg Medal collected (Sonic Simulator only).
Special/Slam!	30,000	Unlimited	Counted when defeating all enemies within a single group without hitting the ground or via a single "strike collision" (such as a Cyan Laser blast).
Grind Bonus	1sec × 3,000	100,000	Counted per second when grinding at a certain speed (or faster). Grind Bonuses can be added up to a total of 100,000 pts per stage.
Drift Bonus	1sec × 3,000	100,000	Counted per second when drifting at a certain speed (or faster). Grind Bonuses can be added up to a total of 100,000 pts per stage.
Quick Step Bonus	1000	100,000	Counted for every Quick Step move. Bonuses can be added up to a total of 100,000 pts per stage.
Super Sonic Bonus	2 sec × 2,000	Unlimited	When in Super Sonic for more than 1 second, 2000 pts added every 2 seconds.
Colors/Prism	10,000 per prism	Unlimited	When hitting prisms as Cyan Laser. Only counted for the first access per prism.
Colors/Optical Cable	60,000	Unlimited	When accessing an optical cable as Cyan Laser. Only counted for the first access per cable.
Colors/Pipe Access	30,000	Unlimited	When accessing pipes in Yellow Drill form. Only counted for the first access per pipe.
Colors/Yellow Drill	1 sec × 4,000	400,000 per Act	Counted for activating Yellow Drill for more than 1 sec, with 4,000 pts counted per second up to a total of 400,000 pts per Act.
Colors/Cyan Laser	Deflection × 5,000	400,000 per Act	When there are more than 3 deflections in a laser shot, 5,000 pts counted for every deflection. Max deflection possible is 10.
Colors/Pink Spikes	1 sec × 3,500	400,000 per Act	Counted for every second attached to floors/walls in Pink Spikes form.
Colors/Orange Rocket	1 sec × 27,000	400,000 per Act	Counted for every second in Orange Rocket form.
Colors/Green Hover	1 sec × 10,000	400,000 per Act	Counted for every second in Green Hover form.
Colors/Purple Frenzy	1sec × 8,000	400,000 per Act	Counted for every second in Purple Frenzy form.
Extra Ring Multiplication	Rings × 500	Unlimited	Acquired rings are recorded internally. Maximum count is 9,999 rings. This score is counted when player takes damage when there are more than 100 rings recorded internally.If the player loses a try, this will not be counted.
Enemy/Spinner (any kind)	500	Unlimited	N/A
Enemy/Egg Pawn (any kind)	1,000	Unlimited	N/A
Enemy/Larva (Grub)	5,000	Unlimited	N/A
Enemy/Mole (any kind)	5,000	Unlimited	N/A

Category/Bonus	Points	Maximum	Notes
Enemy/Crabmeat	1,500	Unlimited	N/A
Enemy/Buzzer	1,500	Unlimited	N/A
Enemy/Sandworm	1,500	Unlimited	N/A
Enemy/Chopper	5,000	Unlimited	N/A
Enemy/Egg Chaser	2,000	Unlimited	N/A
Enemy/Jawz	5,000	Unlimited	N/A
Enemy/Big Chaser	5,000	Unlimited	N/A
Enemy/Spiny	1,000	Unlimited	N/A
Enemy/Moto Bug	1,500	Unlimited	N/A
Enemy/Tropical Resort Boss (Rotatatron)	100,000	Unlimited	N/A
Enemy/Sweet Mountain Boss (Captain Jelly)	100,000	Unlimited	N/A
Enemy/Sweet Mountain Boss Minion (Pirate)	5,000	Unlimited	Max of 5 can appear in first fight. Max of 50 appear in second fight.
Enemy/Starlight Carnival Boss (Frigate Orcan)	100,000	Unlimited	N/A
Enemy/Starlight Carnival Boss parts	7 parts × 100,000	Unlimited	Frigate *Orcan* has 7 parts: Tank (center), Upper Disk (center), Gun Seat, Right Light, Left Light, Right Engine, Left Engine.
Enemy/Planet Wisp Boss (Refreshinator)	100,000	Unlimited	N/A
Enemy/Aquarium Park Boss (Admiral Jelly)	100,000	Unlimited	N/A
Enemy/Aquarium Park Boss Minion (Submarine Crew)	10,000	Unlimited	Max of 15 can appear in first fight. Max of 50 can appear in second fight.
Enemy/Asteroid Coaster Boss (Frigate Skullian)	100,000	Unlimited	N/A
Enemy/Asteroid Coaster Boss parts (destroyed via Homing Attacks)	7 x 100,000	Unlimited	Frigate *Skullian* has 7 parts that can be destroyed via Homing Attacks: Upper Disk (center), Right Gun Seat, Left Gun Seat, Right Light, Left Light, Right Engine, Left Engine.
Special/Asteroid Coaster Boss parts (destroyed only via Orange Rocket attack)	7 x 30,000	Unlimited	Frigate *Skullian* has 7 parts that can be destroyed only in a single shot when you unleash Orange Rocket underneath the ship the first time: Rear Searchlight x 6, Warp Device x 1.
Special/Asteroid Coaster Boss parts (destroyed only via Orange Rocket attack)	2 x 100,000	Unlimited	Frigate *Skullian* has 2 parts that can be destroyed only in a single shot when you unleash Orange Rocket underneath the ship the second time: Rear Right Gun Seat, Rear Left Gun Seat.
Enemy/Terminal Velocity Boss (Nega-Wisp-Armor)	100,000	Unlimited	N/A
Result Ring Multiplication	Rings × 1,000	Unlimited	Only added in Results screen, not continually updated.

Rank List

Here's a consolidated list of all the point totals you must earn to achieve each rank (S through D) in all 45 ranked stages in Sonic Colors.

Tropical Resort

	S	A	B	C	D
ACT 1	1150000	800000	650000	450000	0
ACT 2	1150000	700000	550000	400000	0
ACT 3	1300000	850000	650000	450000	0
ACT 4	850000	500000	400000	250000	0
ACT 5	1150000	750000	650000	500000	0
ACT 6	550000	500000	400000	300000	0
BOSS	2000000	1750000	1350000	1000000	0

Starlight Carnival

	S	A	B	C	D
ACT 1	1650000	1350000	1000000	650000	0
ACT 2	1000000	850000	600000	350000	0
ACT 3	900000	650000	500000	300000	0
ACT 4	1100000	850000	700000	350000	0
ACT 5	2000000	1500000	1250000	950000	0
ACT 6	900000	600000	500000	350000	0
BOSS	2400000	2000000	1650000	1250000	0

Aquarium Park

	S	A	B	C	D
ACT 1	2200000	1500000	1100000	700000	0
ACT 2	600000	500000	400000	250000	0
ACT 3	2000000	900000	700000	500000	0
ACT 4	1700000	1250000	900000	550000	0
ACT 5	950000	750000	550000	350000	0
ACT 6	1850000	1250000	950000	650000	0
BOSS	1900000	1750000	1350000	1000000	0

Sweet Mountain

	S	A	B	C	D
ACT 1	1350000	1000000	800000	550000	0
ACT 2	1250000	950000	750000	500000	0
ACT 3	900000	650000	500000	350000	0
ACT 4	1150000	950000	700000	450000	0
ACT 5	1350000	1000000	800000	450000	0
ACT 6	900000	800000	700000	400000	0
BOSS	2000000	1750000	1350000	1000000	0

Planet Wisp

	S	A	B	C	D
ACT 1	1700000	1400000	1100000	800000	0
ACT 2	1000000	850000	650000	400000	0
ACT 3	1200000	1000000	800000	550000	0
ACT 4	800000	700000	600000	400000	0
ACT 5	650000	550000	450000	200000	0
ACT 6	1600000	1250000	900000	500000	0
BOSS	1900000	1750000	1350000	1000000	0

Asteroid Coaster

	S	A	B	C	D
ACT 1	1850000	1500000	1150000	800000	0
ACT 2	1500000	1300000	1100000	950000	0
ACT 3	900000	500000	400000	250000	0
ACT 4	500000	400000	300000	200000	0
ACT 5	650000	450000	350000	200000	0
ACT 6	1750000	1600000	1250000	850000	0
BOSS	2900000	2300000	1750000	1250000	0

Terminal Velocity

	S	A	B	C	D
ACT 1	800000	650000	500000	300000	0
BOSS	4000000	3100000	2300000	1500000	0

WALKTHROUGH

Welcome to our complete walkthrough for all 45 Acts and Boss fights in the Wii version of Sonic Colors. We detail the first few theme parks, covering basic exploration as well as the special navigation needed to find hidden goodies. After that, we assume you've mastered the basics and then focus only on particularly tricky areas. Don't worry, though—our maps for every Act are comprehensive, revealing locations of every Special Ring, 1-UP, and all items of interest.

Keep in mind that the only active Color Power that you have from the beginning is the Cyan Laser. Many early Acts have awesome areas that are inaccessible until you unlock other Color Powers later in the game, then come back for a replay. In most cases, we've set those areas apart as "special color sections." So each Act's walkthrough works for first-time visits *and* replays.

TROPICAL RESORT

ACT 1

Level Details

Rank	Score
S	1,150,000
A	800,000
B	650,000
C	450,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
After you clear Tropical Resort: Act 3

Wisp Power
YELLOW DRILL
Available in This Act
After you clear Sweet Mountain: Act 1

Enemy Types

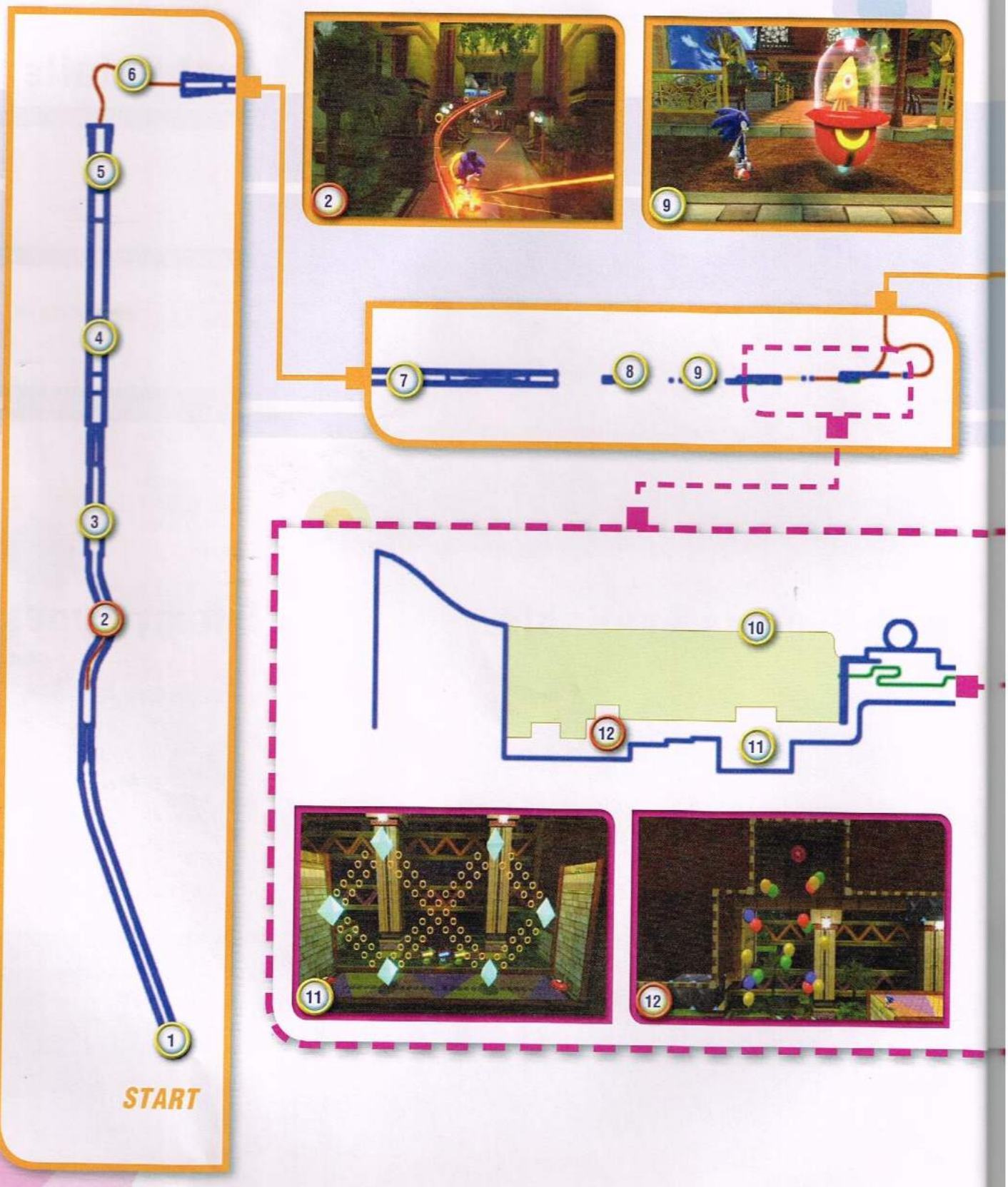
EGG PAWNS
Bonus: 1,000

SPINNER
Bonus: 500

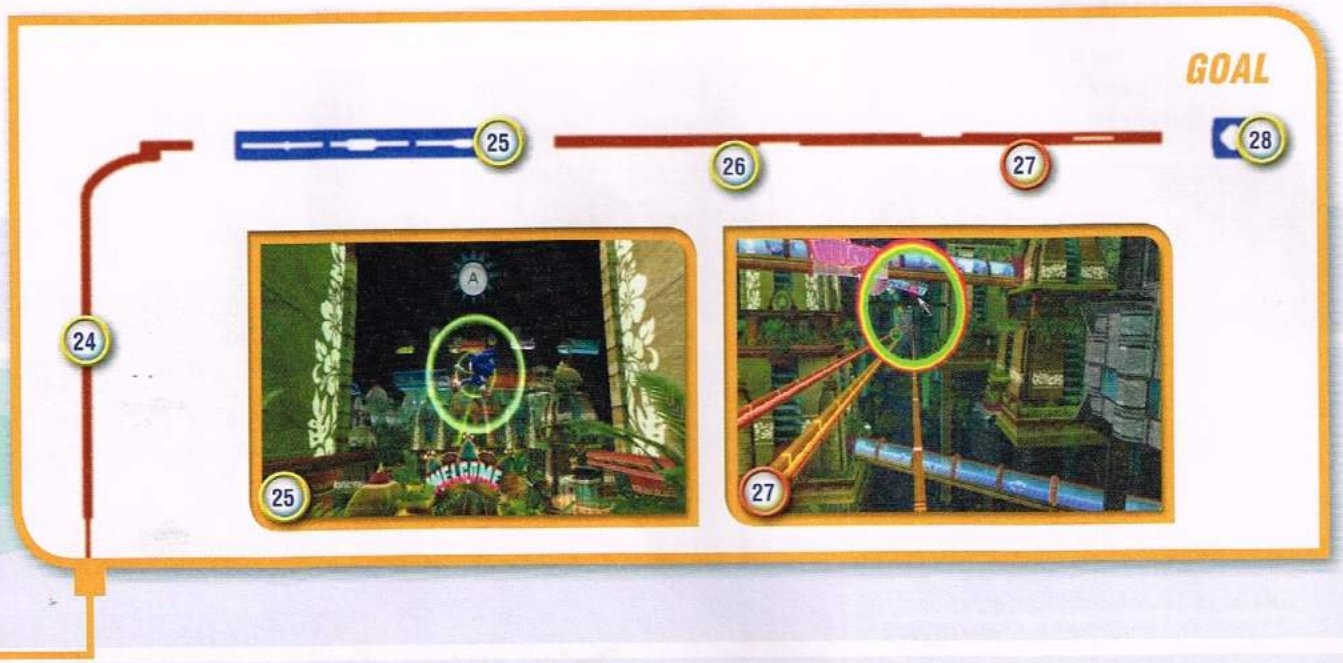
MOLE
Bonus: 5,000

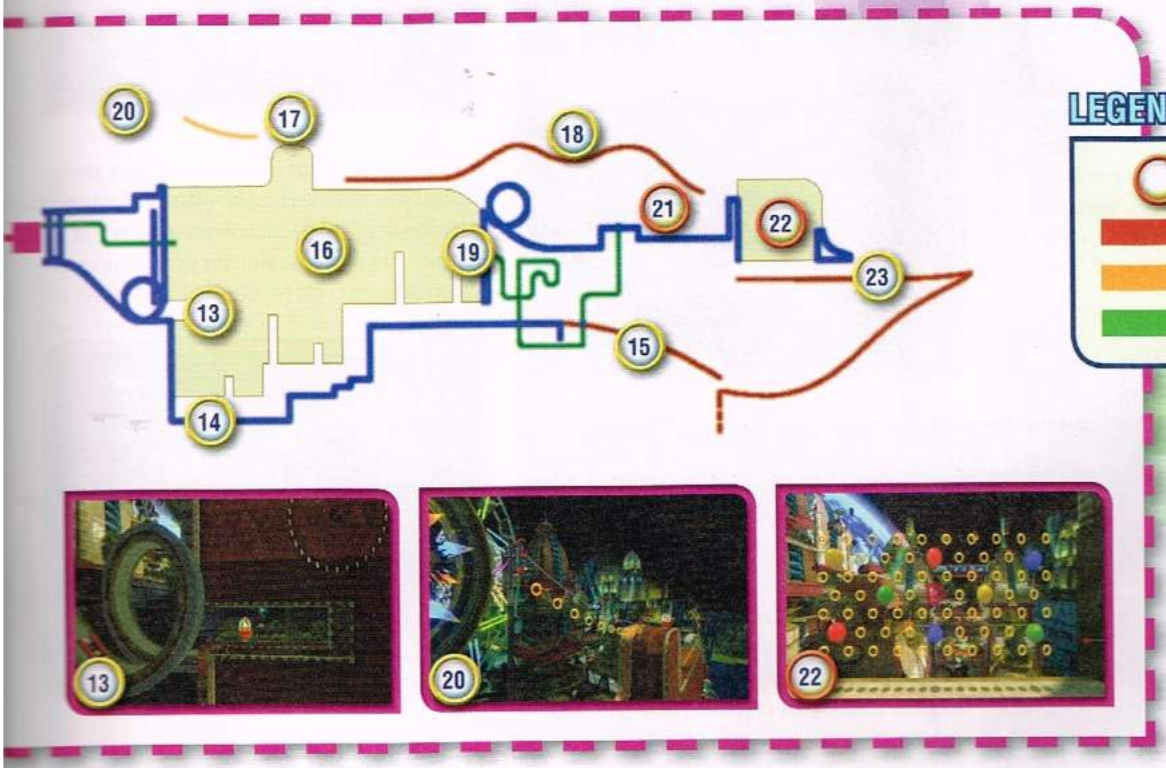
You only encounter Moles underground after unlocking the Yellow Color Power and activating the Yellow Drill form.

Level Map



TROPICAL RESORT - ACT 1





Mission

From your starting position **(1)**, run through the line of golden Rings, then the first Wisp capsule to release its inhabitants. This capsule holds White Wisps; releasing them fills your Boost Gauge in the lower-left corner. Now you can press your Boost button for an instant burst of speed.

SPECIAL RING!

Continue through the first Welcome arch and run through the Dash Panels. This accelerates Sonic down the next stretch. Get centered in the road: a grind rail **(2)** begins just under the next Welcome arch. You can hit your Boost button and then jump, or just Double Jump up onto the rail. If you nail the landing on the rail, Sonic grinds through a line of Rings plus a Special Ring (a red circle with a red star in the center) at the rail's end. This earns you both a Special Bonus and a Grind Bonus.

Proceed to the passage filled with colorful, floating Balloons **(3)**—Exploding Balloons, to be precise. If you jump, a red lock-on cursor appears on the nearest Balloon. You can then press the Jump button again to unleash a Homing Attack on the Balloon, which explodes and propels Sonic higher. There's nothing above of value here, so just sprint under these Balloons. You'll use Exploding Balloons later.

BALLOON JUMPING

Attacking Exploding Balloons provides a way to propel Sonic higher, which can help you reach otherwise unreachable bonus targets.

Continue down the passage to the bank of Springs. Run into any of them to bounce up the wall and land on the next level. Use a short jump to hop up the next ledge and a Spin Attack to jump up the higher ledge after that.

Continue until you meet some Egg Pawns **(4)**, including one waving a "Welcome" sign. Don't be fooled by this fake hospitality. He'll attack if you get too close! Jump as you approach the first enemy: a red lock-on cursor appears on him. Quickly hit your Jump button again (while you're still in mid-jump) to unleash a mighty Homing Attack. Keep pressing the Jump button to take out the other two minions with more Homing Attacks.

After eliminating the Egg Pawns, you can jump again to trigger another lock-on cursor—this one appears on the handle of a winch cable. Press Jump to grab the handle; the winch automatically pulls Sonic up to the next level.

TROPICAL RESORT - ACT 1

Continue on to more Springs and bounce up another level. Proceed to the next passage where three dangerous Spinners **(5)** hover. Use your Homing Attack again to zap from Spinner to Spinner. Keep hammering that Jump button!

After hitting the third Spinner, a lock-on cursor appears over another Egg Pawn on the far platform. Zap him with a Homing Attack to land on his platform, then run through one of the Dash Panels to launch Sonic onto the next grind rail **(6)**. Ride the rail to the next platform.

The nearby Cyan Wisp capsule **(7)** is empty the first time you play through this level. But after you unlock Cyan Power by completing Tropical Resort, Act 3, you can replay this Act and find Cyan Wisps in the capsule. Further ahead, you see an imposing squad of 10 Egg Pawns lined up along the passage.

If the capsule is empty, skip past the **special color section** that follows; just proceed down the hall and KO the Egg Pawns one at a time with a string of Homing Attacks. But if the capsule is full of Cyan Wisps, read the **special color section** that follows.

CYAN LASER ONLY

Once you complete Tropical Resort, Act 3, you unlock the Cyan Color Power. When Cyan power is unlocked, all Cyan Wisp capsules you encounter are inhabited, including those you find while replaying previous stages.

Run through the capsule **(7)** to release the Cyan Wisps, then face directly toward the first Egg Pawn in the line of foes. Activate the Color Power to transform into the Cyan Laser. Aim the dotted targeting line at the first Egg Pawn if it isn't doing so already. When the laser unleashes, Sonic shoots in a straight line down the passage, slamming all 10 Egg Pawns in a single energy burst!

After eliminating the Egg Pawns, run up the Ramp to launch across the chasm. Run downhill through the first Checkpoint gate. Now if you lose a try, you'll return to this Checkpoint instead of restarting the stage—as long as you've got tries remaining, that is. (If you lose a try when your onscreen indicator shows that you have zero tries remaining, it's "Game Over.")

Continue on to the Yellow Wisp capsule **(9)**. If the capsule is empty, skip past the **special color section** that follows. But if this is a replay after you've unlocked Yellow power so the capsule is full of Yellow Wisps, read the **special color section** here...

YELLOW DRILL ONLY

SPECIAL RING!

After clearing Act 1 of Sweet Mountain, all Yellow Wisp capsules are inhabited, including the ones you find while replaying previous stages. Now you can tap their Color Power and use the Yellow Drill form to explore several otherwise inaccessible areas. Note also that if you've unlocked Yellow power, you've also got Cyan power available.

Run through the nearby capsule **(9)** to release the Yellow Wisps and acquire their Color Power, which lets you drill through dirt (or, later, to jet quickly underwater). Now take a look at the following two views of what lies beneath you through the dirt:

Walk to the location **(10)** we've indicated on our map and activate the Color Power to transform into the Yellow Drill. Drill straight downward through the dirt until Sonic pops out in the lower chamber that holds a Cyan Wisp capsule. Again, if you've unlocked Yellow power, you've already unlocked Cyan power, as well, so this capsule will be full of Cyan Wisps.

MINES

Look for exploding mines while burrowing underground in Yellow Drill form. Passing near a mine triggers a countdown timer; the mine starts pulsing red, then explodes after a few seconds. Sometimes explosions reveal valuable objects such as Super Rings, Special Rings, or 1-UPs.

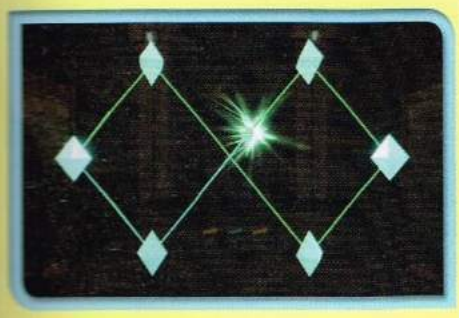
Be careful, though. Although Sonic is invulnerable when in Yellow Drill form, a nearby mine detonation can knock your Ring total down to zero. And if you hit a mine near a surface, the blast can knock Sonic out of the dirt, which ends the Yellow Drill form.

TROPICAL RESORT - ACT 1

MOLES

Keep an eye out for Moles (red and blue) while underground, too. You can hit them when in Yellow Drill form to gain 5,000 bonus points apiece, and again, Sonic is invulnerable as the Yellow Drill. But your Ring total drops to zero if a Mole hits you from behind; if this happens, be careful once you emerge in regular Sonic form.

Release the Cyan Wisps to acquire their power, then hop around in the chamber to gather Rings. Jump and hit the Stomp button to bust through the breakable floor. Sonic drops into a lower passage with lines of Rings between six floating prisms **(11)**. Stand in the middle and activate the Cyan Laser, aim it up at a prism, and release to watch Sonic ricochet off the prisms and collect all of the Rings!



SPECIAL RING!

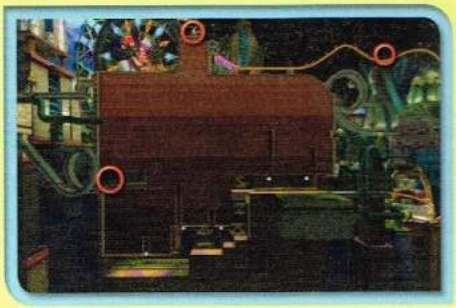
Now use the Spring on the left to bounce up the ledge. Continue left until you find a Special Ring hovering above bunches of Exploding Balloons **(12)**. Jump and use Homing Attack to bounce upward from one Balloon to the next until Sonic bounces high enough to get the Special Ring. When Sonic finally drops to the floor, watch out for an Egg Pawn patrolling from the left.

Now head back to the right, using the Springs to hop up to the Dash Panel that propels Sonic up a slope. Follow the narrow path under the green pipe, hold the Crouch/Slide button to duck under the low ceiling, then run the loop until ending up in an alcove with another Yellow Wisp Capsule **(13)**.

REGENERATING WISPS

The Yellow Wisp capsule at this location (13) constantly regenerates after using it. So you can return to the alcove to reacquire Yellow power after exploring the surrounding dirt as the Yellow Drill.

Ahead lies a large, mine-filled underground dirt section that is available for exploration in the Yellow Drill form. (For a wide angle view of the next sections, see our screenshot with all of the Yellow Wisp capsule locations circled.) The Yellow Drill's movement isn't easy to control precisely, so you can shoot out of the dirt in different places:



1. If you drill straight down, Sonic ends up in a lower passage **(14)** guarded by an Egg Pawn. From here you must jump your way up several levels, using a winch, a Spring, and/or Explosive Balloons to reach the final grind rails **(15)**.

2. Start drilling, then veer upward into the large tract of dirt **(16)** studded with Mines surrounded by circles of Rings. Keep drilling back and forth through the area to trigger the Mines. Look for a Super Ring to appear inside the leftmost circle after the Mine there detonates.

DON'T GET TRAPPED UNDERGROUND

While drilling underground, pay attention to your Boost Gauge! When the gauge is empty, the Yellow Drill effect ends. Be sure to emerge from the dirt into open space before the Yellow Drill form is depleted completely, or you lose a try.

3. After drilling in the large tract of dirt **(16)**, veer upward and emerge above the tract. There's another Yellow Wisp capsule atop the small hillock **(17)** for more drilling.

4. Or, after burrowing through this area **(16)**, you can drill through the breakable block on the far right **(17)** and dive into the green pipe. The pipe's route leads to a spot near this location **(21)**.

End

TRICK JUMP BONUS!

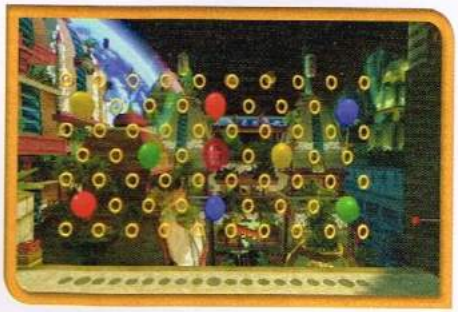
If the Yellow Wisp capsule **(10)** is empty, continue past the Exploding Balloons, hop down the short drop, then use the Spring to jump up and step onto the Dash Panel to accelerate around the 360 loop. Hit the Ramp at the end of the loop to launch Sonic high into the air, then keep punching the controller button displayed onscreen to complete a spectacular four-part Trick Jump.

Making the jump all the way to Outstanding! **(20)** earns an 8,000-point bonus; you also grab a handle and ride a high wire down to another Yellow Wisp capsule atop a hillock **(17)**. Drop down the far side of the hillock.

SPECIAL RING!

Now there are two options: either hop up and ride a grind rail through another Yellow Wisp capsule **(18)**, or simply run underneath the grind rail into another loop. (If the capsule contains Yellow Wisps, save them for the next special color section.) In either case, Sonic ends up at another Special Ring **(21)**.

The Special Ring is surrounded by a grid of Rings and Exploding Balloons. Just walk under the blue Balloon that floats directly beneath the Special Ring and jump straight up. The blue Balloon's explosion propels Sonic up into the Special Ring. Now you can hop around and have a blast nailing Balloons and scooping up gold Rings. When you're finished, use the Springs on the right wall to bounce up on top of one more dirt mound **(22)**.



TROPICAL RESORT - ACT 1

YELLOW WISP ONLY

SPECIAL RING!

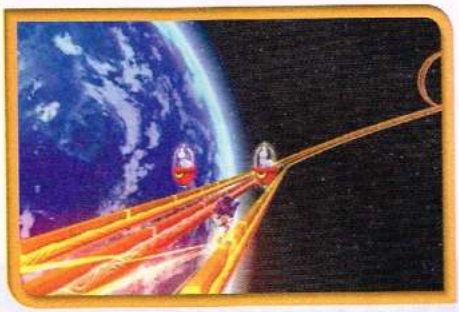
Again, if you've cleared Sweet Mountain, Act 1, Yellow Wisps inhabit all Yellow Wisp capsules when you replay this stage. Walk to either side of the topmost Mine, then activate the Yellow Drill to burrow into the dirt mound **(22)**. Three Exploding Mines, each surrounded by a circle of Rings, are buried below.

WHERE NOT TO DRILL

Don't activate the Yellow Drill directly over the topmost Mine! (You can see it beneath the surface.) Doing so causes contact and the explosion bounces Sonic right back out of the dirt, losing the drill form!

Drill in circles past the Mines to trigger their timers. When all three have exploded, a Special Ring appears, buried in the center of the mound! After collecting it, drill straight down to emerge from the mound and drop onto a grind rail **(23)**. Sonic can slide out of the area.

Sonic now rides along a set of parallel grind rails **(24)**. Tap the Control Stick to either side to switch rails and grind through a White Wisp capsule. Ride the rail all the way to the end to land on a platform.



TRICK JUMP BONUS!

Run to the end of the platform and use one the Ramps **(25)** to make an "amazing" trick jump, again punching the controller button indicated onscreen to complete all five parts for a 10,000-point bonus. Sonic lands on another set of parallel grind rails.

SPECIAL RING!

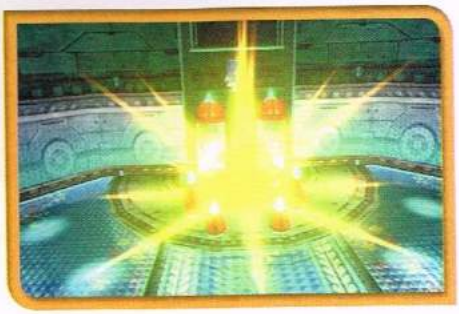
The stage is now nearly finished. As you land on the rails, quickly grind step to the right to hit the Rainbow Ring **(26)**, which launches Sonic through an arc of Rings.

Stay on this rightmost rail! There's another Rainbow Ring **(27)** right ahead, but this one is slightly above the rail. Jump to hit the Ring and it will propel Sonic up through a Special Ring (indicated by an arrow in our screenshot) floating just a bit further ahead!

You can ride the rightmost rail to the end or grind step left to catch the last trio of Rainbow Rings. The Rings bounce Sonic up high and onto the final platform **(28)**.

GOAL!

There's a Wisp Prison Capsule on the platform. Jump onto it to break it open and free the Wisps!



ACT 2

Mission

Soon after the start, you'll hit a Dash Panel that whips Sonic in a loop around a fountain then through a Yellow Wisp capsule **(1)**. If the capsule is empty, skip past the special color section that follows. But if this is a replay after completing Sweet Mountain, Act 1, release the Yellow Wisps and read the next section.

Level Details

Rank	Score
S	1,150,000
A	700,000
B	550,000
C	400,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

CYAN LASER

Available in This Act

After you clear Tropical Resort: Act 3

Wisp Power

YELLOW DRILL

Available in This Act

After you clear Sweet Mountain: Act 1

Enemy Types

EGG PAWNS

Bonus: 1,000

MOLE

Bonus: 5,000

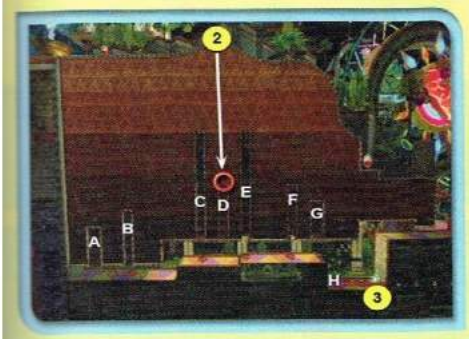
LARVA

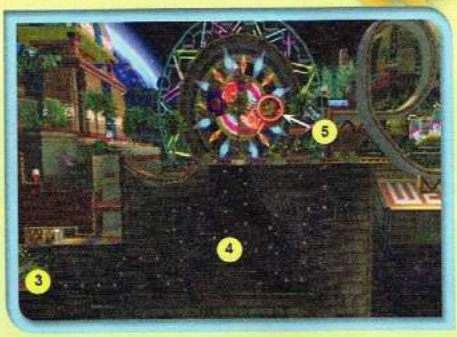
Bonus: 5,000

You only encounter Moles and Larvae underground on a replay, after you've unlocked the Yellow Color Power and can transform into the Yellow Drill.

YELLOW DRILL ONLY

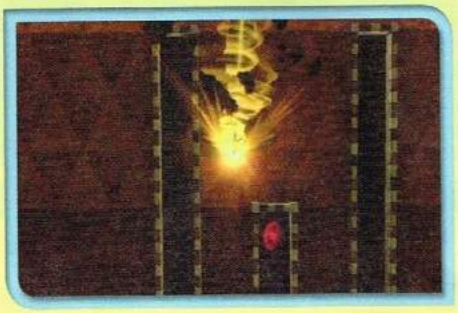
Activate the Yellow Drill you just picked up **(1)**, then take a look at our zoomed-out views of the first underground area. Note that we've circled two Special Rings in our screenshots.





SPECIAL RING!

Proceed to the top of the small hillock not far from where you release the Yellow Wisps. Activate the Yellow Drill and burrow directly down to enter the top of the shaft where the first Special Ring floats **(2)**. Nab the ring while dropping down the shaft to the passage below.

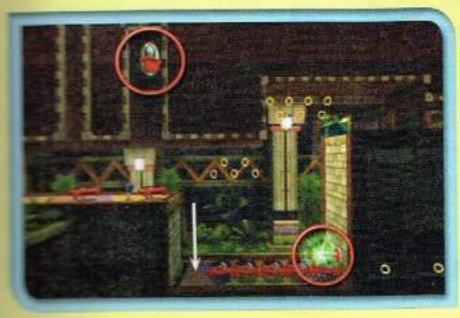


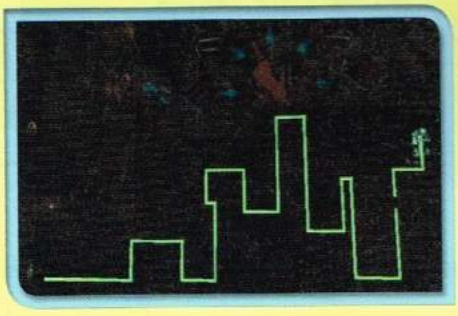
RING JUMPER

If your downward drilling misses the first Special Ring (2) and you end up in the passage below it, stand beneath the ring's shaft. Double Jump up and grab the wall, then Wall Jump back and forth (by pressing the Jump button repeatedly after you make the grab) up the shaft to the Special Ring.

This first area has seven shafts rising vertically from the passage. All but one (the one with the Special Ring at the top) has a fan installed at the bottom that blows intermittently. Stepping on an active fan propels Sonic all the way up the shaft directly above. From left to right, the shafts feature the following objects: **(A)** a White Wisp capsule; **(B)** spikes at the top that inflict damage; a line of Rings only; **(D)** a Special Ring at the top; **(E)** another line of Rings only; **(F)** spikes at the top; and **(G)** a Cyan Wisp capsule.

Be sure to free those Cyan Wisps **(G)**! Then carefully drop off the next ledge to the small patch of ground **(H)** to the left of the next bank of fans. (Don't jump too far and get caught in the fans' updraft! You must land on the ground or else the laser won't work.) On the ground, activate the Cyan Laser to launch Sonic at the sparkling optical cable **(3)**. This propels him through a zigzagging tunnel **(4)** filled with Rings. Sonic ends up back on the main path, bouncing on a wall rod.

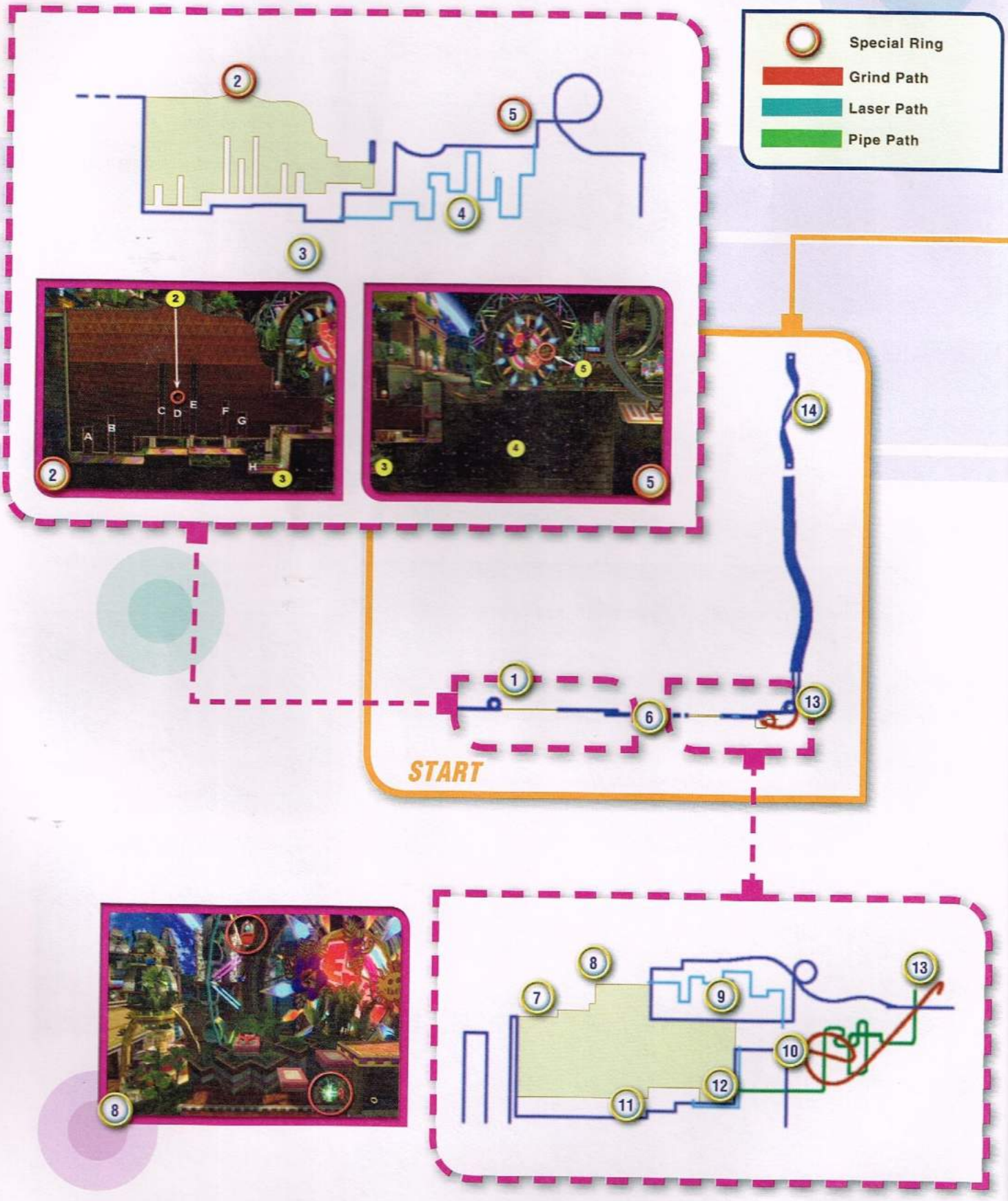




SPECIAL RING!

If you haven't unlocked the Yellow Color Power yet, proceed over the dirt area and drop. Use the Springs to hit the Rainbow Ring, which propels Sonic over the gap to the three floating platforms. Hop carefully over the spikes and jump up onto the wall rod. Use it to bounce *left* to the small raised platform. (Short jumps result in a drop onto the spikes below!) Then hop left again to the next higher platform **(5)** to nab the Special Ring spinning there.

Now hop back to the wall rod and bounce up to the next path. Use the Dash Panel to speed around the big loop to the next Dash Panel, which in turn propels Sonic across the collapsing block bridge **(6)**! While springing across the next gap, immediately start mashing the Jump button to execute Homing Attacks on the pair of Egg Pawns **(7)**.


LEGEND
Special Ring
Grind Path
Laser Path
Pipe Path
2
5
4
3
A
B
C
D
E
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G
H
14
1
6
13
START
8
7
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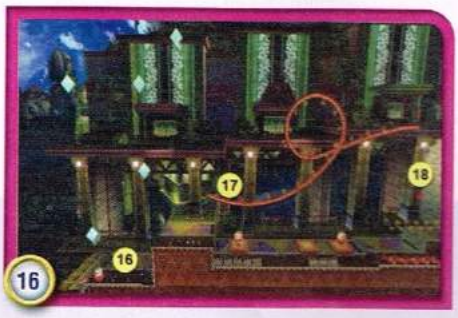
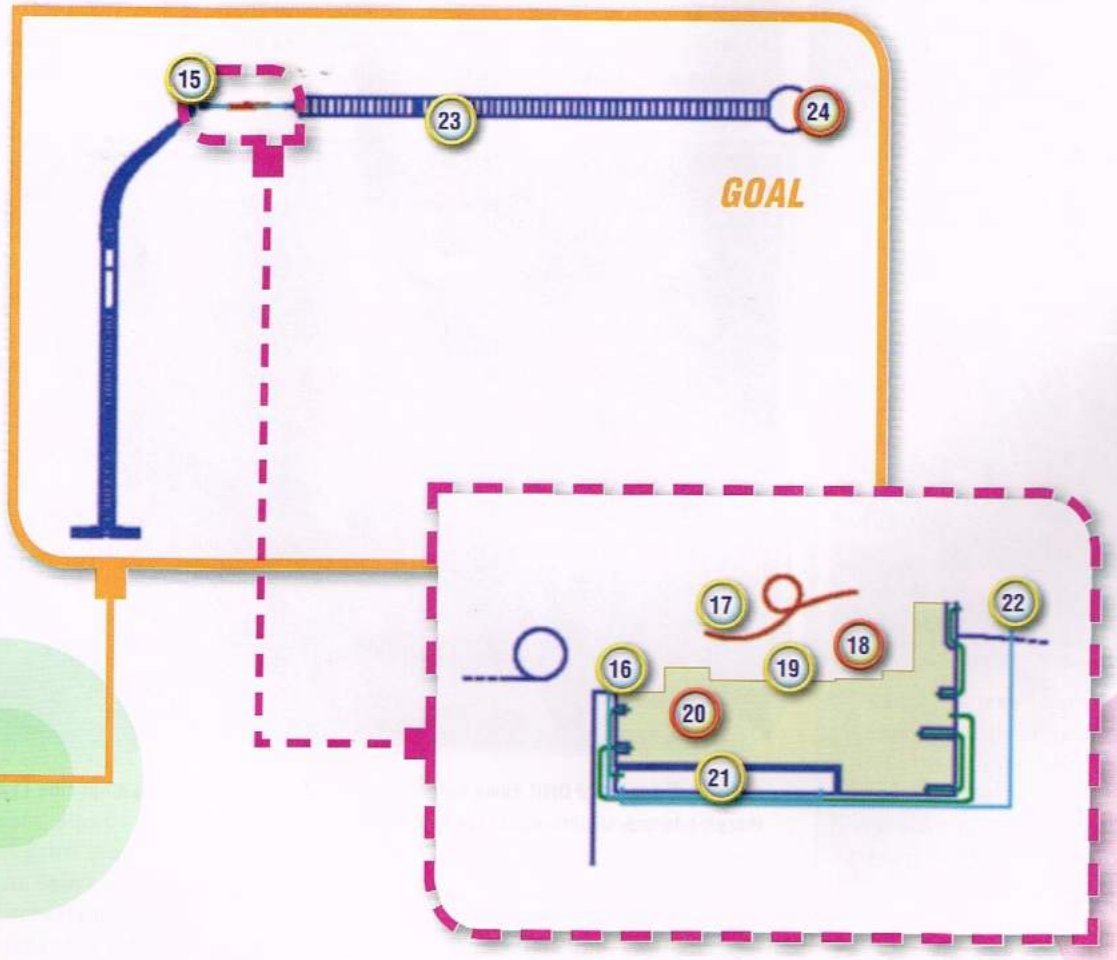
10
11
12

TROPICAL RESORT - ACT 2



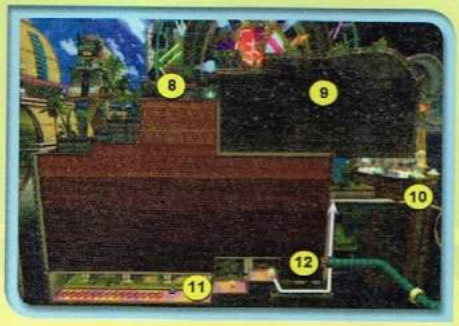


Jump into the fan updraft and ride up to the ledge **(8)**. Two Wisp capsules, one Yellow and one Cyan, float nearby. If the capsules are empty, skip over the following **special color section**—just land on the ledge, hop up the platforms, use the Dash Panels to speed down the high road through a loop, and then whip around another fountain **(13)** onto the next 3D section.

However, read the next section if this is a replay after you've completed Tropical Resort, Act 3 to unlock the Cyan Color Power or completed Sweet Mountain, Act 1 to unlock the Yellow Color Power.

CYAN LASER & YELLOW DRILL ONLY

You have several alternate routes here, based on which Color Powers you have available. All end up in the same place—the fountain **(13)**—and none of them leads to any Special Rings. Here's a wide view of the area:



- **If you have Cyan Power available but not Yellow yet, hop from the ledge (8) up the two small platforms to the fan. Ride the fan's updraft to the Cyan Wisp capsule (circled) floating above. Hop back down to the ground and activate the Cyan Laser near the sparkling optical cable (circled) to shoot through a zigzag tunnel (9) that automatically drops Sonic onto a grind rail (10) that leads to the fountain (13).**

- **If you have Yellow Power available, you have Cyan available too, and that gives you two more options. Ride the fan updraft just left of the ledge (8) to the Yellow Wisp capsule. Drop to the ledge and activate the Yellow Drill anywhere above the brown dirt.**

- ***First option:*** **Drill straight down to the underground passage deep below (11). (Watch for Moles on the way down!) Here you can step on the blue button to active fans and Rings. Then hop up to collect the Cyan Wisp capsule. Work your way up to face the optical cable and activate the Cyan Laser to shoot through the cable to its end just left of this (10) area.**

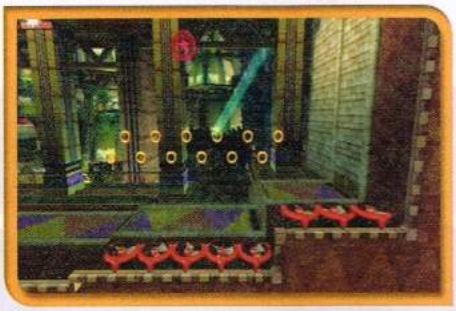
- ***Second option:*** **Drill down but veer screen right toward the pipe opening (12). Hit the pipe to zap all the way to the fountain (13).**

TROPICAL RESORT - ACT 2

After circling around the fountain **(13)**, sprint up the brick road to the Ramps and use them to launch across the chasm. Follow the path as it inverts in a full 360-degree twist **(14)** and launches across another chasm. Stay on this course until the next loop and jump **(15)**, then land on the next ledge **(16)** that holds a Cyan Wisp capsule.

SPECIAL RING!

If the Cyan capsule is empty, then skip the special color section of our guide that follows. Jump onto the box and Double Jump up to the next level. Walk through the checkpoint, hop carefully across the platforms with empty Yellow Wisp capsules—don't fall onto the spikes below! When Sonic reaches the bank of fans, hop into their updraft and float up to get the Special Ring **(18)** above.

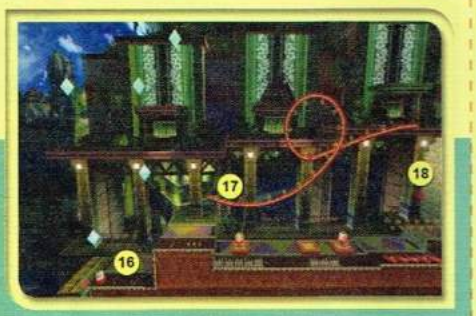


Ride the updraft up to the next ledge, where a Dash Panel zips Sonic to a Ramp that, in turn, flings him far down the hill beyond **(23)**. Here, either fight through or leap over several squads of Egg Pawns deployed on the slope below.

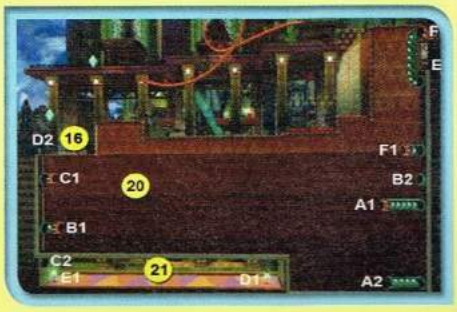
But if this is a replay after you've unlocked the Cyan or Yellow Color Powers, read the next **special color section**.

CYAN LASER & YELLOW DRILL ONLY

This underground area has valuable buried goodies, including another Special Ring and a valuable "1-UP" extra try, if you have Yellow Power available. But if you have only Cyan Power available, see the following:



- **If you have only Cyan Power available, nab the Special Ring (18), then hop back to the Cyan Wisp capsule (16). As you can see in our wide shot, several prisms hover in the air above. Activate the Cyan Laser and aim to ricochet from one prism to the next and land on a high, looping grind rail (17); scoot along nabbing Rings, then drop onto the Dash Panel that shoots Sonic down the hill (23).**



- **If you have Yellow Power available, liberate the first of the two Yellow Wisp capsules (19) on platforms. It's nice having two capsules available, because there's plenty of valuable drilling to do in the large dirt area (20) directly below. However, you must drill into specific pipe sections to reveal the special items. Here's a wide view:**

- **First of all, note that if you enter pipe F1, Sonic ends up shooting out to F2 with no way to return, so avoid the F1 pipe.**

- **Note also that pipe C1 shoots Sonic down through C2 into an underground passage (21). Egg Pawns patrol that corridor, and you can release a Cyan Wisp capsule. Now you can activate the Cyan Laser toward two different optical cables; just face the one you want to use. One optical cable (D1 to D2) zaps Sonic back up to the ledge at (16); the other cable (E1 to E2) zaps him out of the dirt area to (22) with no return possible.**

1-UP!

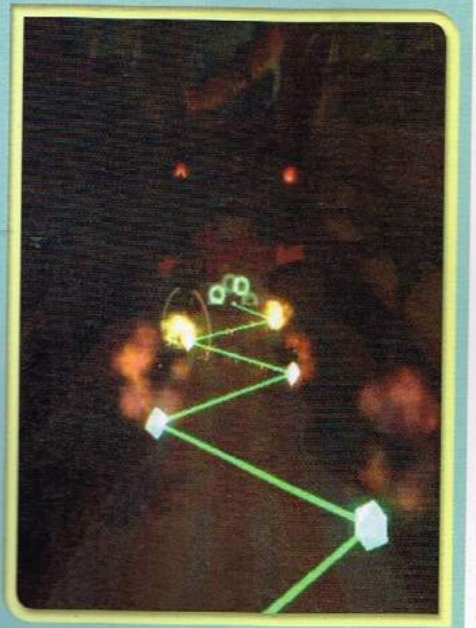
Your first drill into the dirt reveals no buried items. As mentioned, you must use pipes to uncover the special items. Enter pipe A1 to exit at A2; a circle of Rings appears around a Yellow Wisp capsule. (Try not to hit this buried capsule until your Yellow Drill gauge is running low.) When you gather *all* of these Rings, a second circle of Rings appears to the left. Gather *all* those Rings, and a third circle of Rings appears. Once you gather *all* of the Rings in this third circle, a 1-UP appears in the center **(20)**.

After nabbing the 1-UP item, drill straight upward to emerge on the surface where you can reach the second Yellow Wisp capsule.

SPECIAL RING!

Drill to the pipe at B1 to exit at B2. A circle of Larvae appear around a buried Yellow Wisp capsule. (Don't release this buried capsule until your Yellow Drill power is running low.) When you destroy all six Larvae, a second circle of Larvae appears. Destroy those and a third circle appears. Once you destroy all Larvae in the third circle, a Special Ring appears in the center **(20)**. Collect it and get out!

Exit the dirt area to the hill **(23)** and find one more Cyan Wisp Capsule on the path. You also encounter a mob of Egg Pawns blocking the way. But note that prisms line the path on either side. So here's a nifty trick: Face the first prism on the right side of the path. (You can get close for more accurate aim.) Activate the Cyan Laser and watch Sonic ricochet in a lightning fast zigzag, mowing down the entire Egg Pawn platoon! Slam!



End

SPECIAL RING & GOAL!

After getting past the Egg Pawn platoon, you reach the Wisp Prison Capsule. But before you release the Wisps, go around behind the capsule to find the last Special Ring **(24)** hovering above a bench. Nab it, then hop onto the prison capsule to end the Act.

ACT 3

Mission

Okay, we've given you detailed, step-by-step direction for the first two Acts of the Tropical Resort park. Now we'll start giving more general guidance. We'll continue to show you wide shots of each area and point out particularly strange areas and hidden items. But we'll trust you to negotiate the less tricky stuff.

CYAN LASER!

Tropical Resort, Act 3 introduces Cyan Color Power. Once you complete this mission, Cyan Wisps occupy any Cyan Wisp capsule you encounter, including those found during replays of earlier stages.

Level Details

Rank	Score
S	1,300,000
A	850,000
B	650,000
C	450,000

Stage Length	Medium
Time Over	6:28
Starting Points / Points Deducted Per Second	465,000 / 1,200

Number of Lost Tries	Added Bonus
0	450,000
1	337,500
2	292,500
3	90,000
4	45,000
5 or more	0

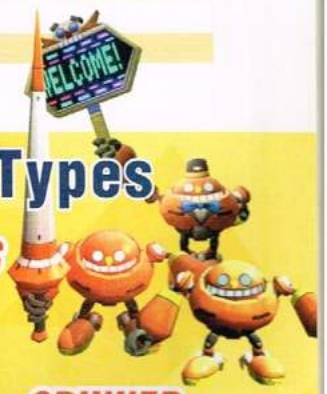
Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

Wisp Power
YELLOW DRILL
Available in This Act
After you clear Sweet Mountain: Act 1

Enemy Types

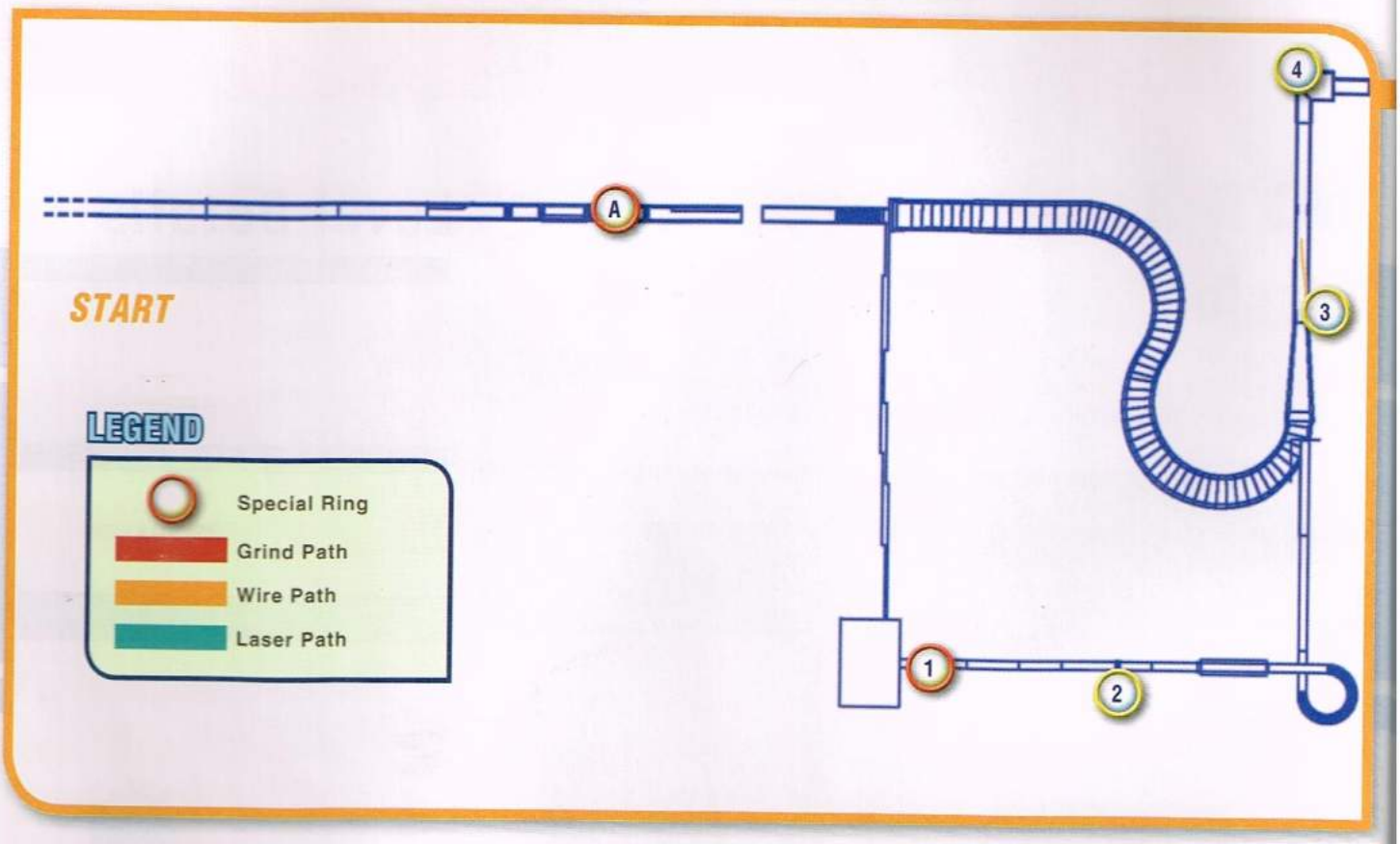


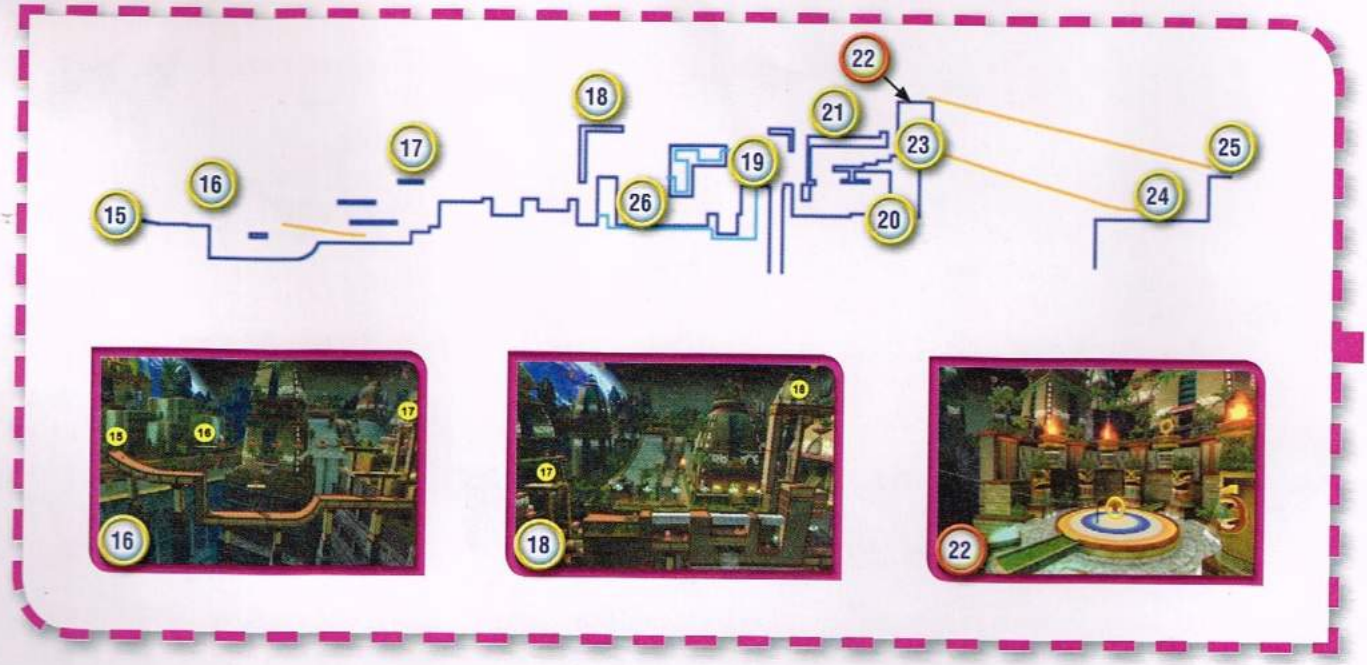
EGG PAWNS
Bonus: 1,000

SPINNER
Bonus: 500

MOLES
Bonus: 5,000

You only encounter Moles underground on a replay, after you've unlocked Yellow Color Power and can transform into the Yellow Drill form.


A
START
4
3
1
2
LEGEND
Special Ring
Grind Path
Wire Path
Laser Path


22
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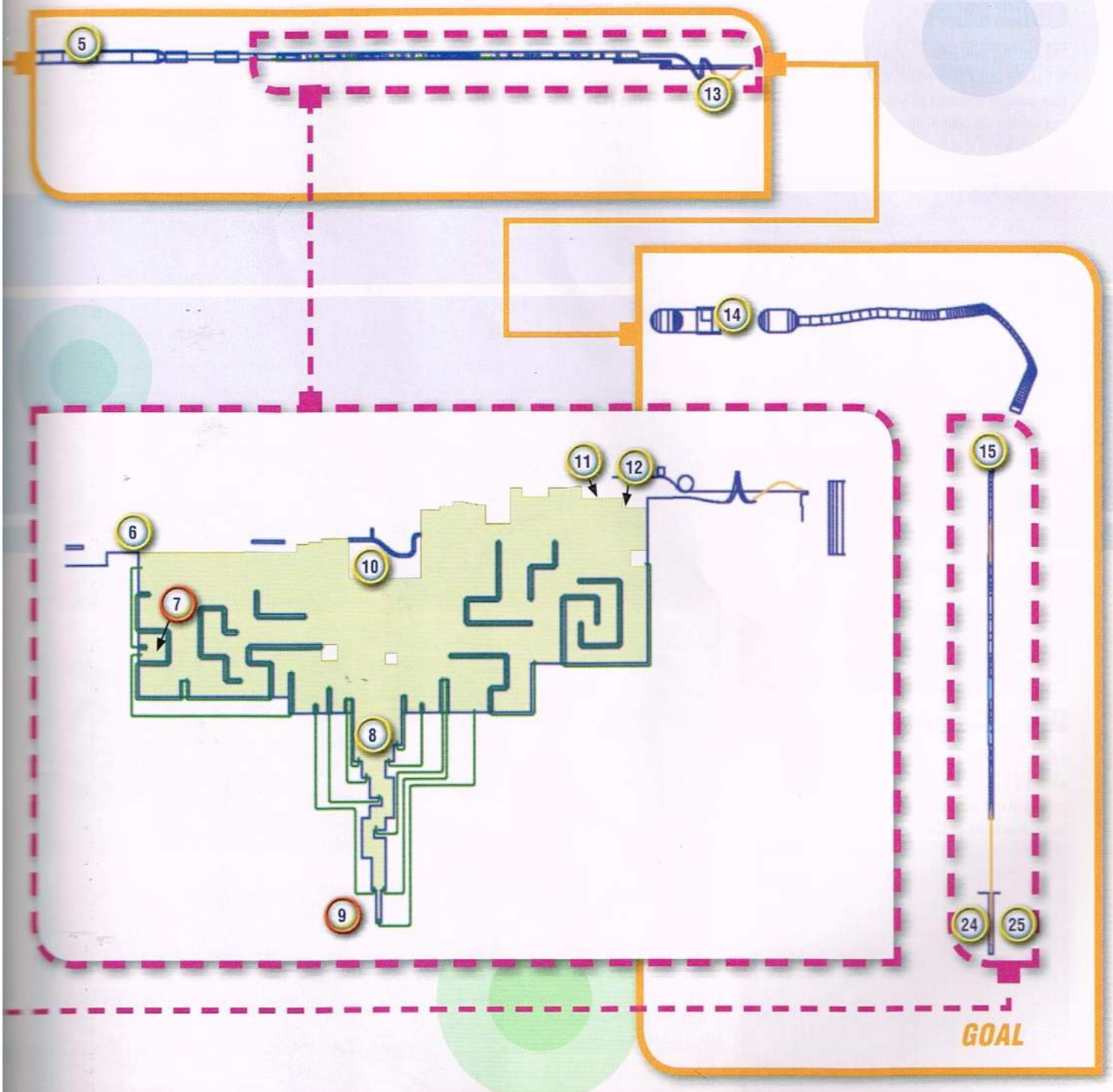
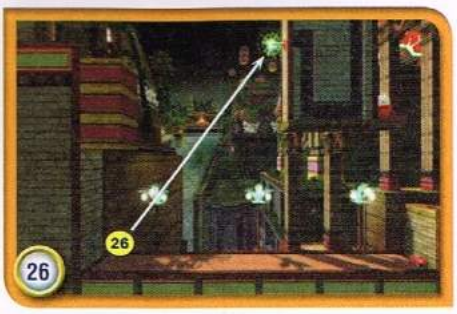
TROPICAL RESORT - ACT 3





QUICK STEP!

The opening sequence provides your first opportunity to use the Quick Step move. When the Quick Step icon appears onscreen as Sonic runs in 3D sections, you can tap the control stick side to side for a quick sidestep while still maintaining full forward speed.

SPECIAL RING!

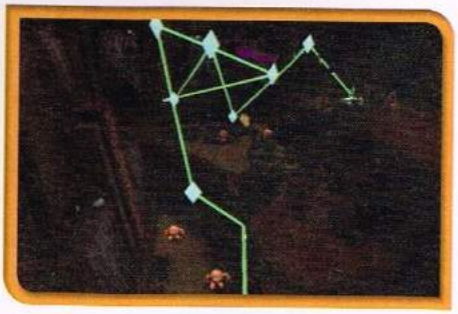
Not far down the walkway, look for an Egg Pawn waving a sign on a ledge above the right side of the path. Nail him with a Homing Attack to get up on that ledge. Run to its end and target the winch handle on the pillar that rises from the middle of the walkway. This pulls Sonic up to a narrow platform on top with a Special Ring **(A)**.

SPECIAL RING!

Dash through the narrow corridors, scooping up Rings until you ricochet through a series of Springs to a checkpoint **(1)** on the platform with a Cyan Wisp capsule. This is where you first discover Cyan power. You must face directly toward the hovering line of Rings and activate the Cyan Laser to shoot forward and gather them. But don't rush ahead yet—a Special Ring is on the floor beneath the checkpoint platform. Come back to nab it, then continue on.

Next up is a lesson in using the Crouch/Slide Button to scoot under low overhangs **(2)**. Follow the path around the loop and down a straightaway. Don't miss the zip-line wire **(3)** along the way: jump to get a lock-on marker on the handle and use a Homing Attack to grab it, then ride the wire up through a Rainbow Ring and another Cyan Wisp capsule.

When you reach the corner ledges **(4)**, either attack the Egg Pawns posted on each level or activate the Cyan Laser and aim it up at the series of prisms, zapping Sonic over the guards to another Cyan Wisp capsule. Then use the Cyan Laser again to slam through an entire flight of Spinners hovering over the next area **(5)**. Proceed through the next checkpoint **(6)** to the brown dirt section.



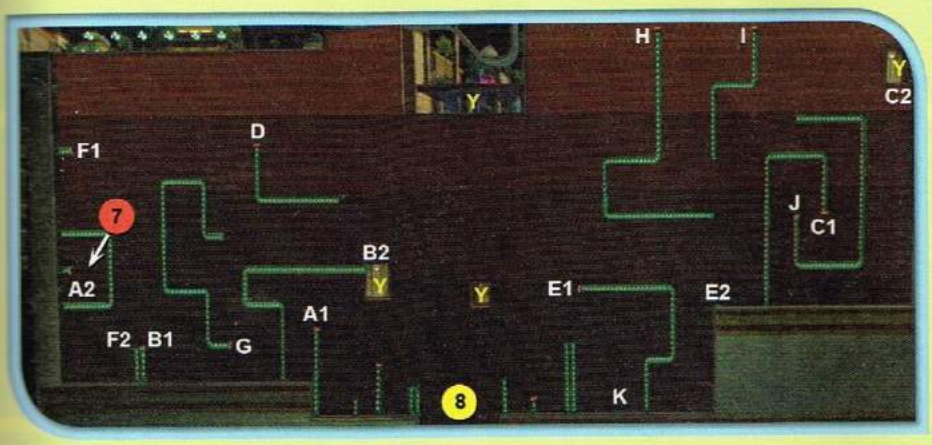
If this is a replay after you've unlocked Yellow Color Power by completing Sweet Mountain, Act 1, read the **special color section** on the next page. If you don't have the Yellow Drill available yet, skip over the **special color section** for now.

TROPICAL RESORT - ACT 3

YELLOW DRILL ONLY

TWO SPECIAL RINGS!

This underground dirt section is filled with pipe sections and has a deep central "well" at the bottom. You can check our map to see all of the pipe connections. In addition, here's a wide view of the upper area:



PIPE ENTRY

Remember that you enter underground pipes via the red-tipped end of the pipe, as seen here.

First, note that several regenerating Yellow Wisp capsules sit in open chambers in the dirt. (Each one is marked as yellow "Y" on our wide shot.) Keep an eye on your Yellow Drill gauge as you drill; when it gets low, drill toward the nearest chamber to replenish Yellow power.

Here are some interesting features of the underground area:

- **One pipe (A1 to A2) leads to a Special Ring (7) buried in a small area enclosed by a pipe. Collect the Ring and exit via the nearby pipe entrance.**
- **Two pipes (B1 to B2, C1 to C2) lead into open chambers that house Yellow Wisp capsules.**
- **Three pipes (D, E1 to E2, H) reveal Rings and new Yellow Wisp capsules that you can gather.**
- **Three pipes (F1 to F2, G, I) unleash Moles both big and small that track you and attack. Nail them for bonus points.**

- **One pipe (J) unleashes Moles, but also reveals Rings and Yellow Wisp capsules that you can gather.**
- **It's possible to dive deep to a vertical passage (8) that leads down to another Special Ring (9). The maneuvering is tricky; you must drill through several rows of blocks, and pipe openings lining the passage redirect you upward if you enter them. After nabbing the Special Ring, dive straight down into the bottom pipe to emerge at (K), then make a run for the nearest open chamber before the Yellow Drill gauge runs out.**

Finally, you can drill upward to an area **(10)** that is inaccessible from above ground to gather up Rings, including a Super Ring. When your drilling activities are done, you can drill back up to where you started **(6)**.

From this spot **(6)**, start working your way across the surface, using Sonic's Stomp move to break through floors into lower chambers with goodies. Be sure to Stomp your way through the breakable blocks arranged around the Super Rings and Wisp capsules **(11)**. From there, you can cross the next bridge made of breakable blocks and speed through the loop to cross the next gap **(13)**. Or you can Stomp through the blocks down to a Spring **(12)** that can be used to bounce over to an alternate route across the gap.

After using Homing Attacks on the Spinner squadron to cross the next gap **(14)** and speeding around the big loop, leap across to the last major stretch (A to B on our map) and through the checkpoint. You can either drop off the next ledge and follow the low route, or use the Spring at **(15)** to propel Sonic up to a platform **(16)** where you can use Cyan power to laser through Rings and Egg Pawns, then hop up the small floating steps (don't miss the Cyan Wisp capsule) to the Ramp on a higher platform **(17)**.

SPECIAL RING!

To work your way across the top level, use the Ramp **(17)** and press the Jump button repeatedly to complete a Trick Jump Bonus and land on an even higher platform **(18)**. From there, you can hop across high platforms (nabbing the Cyan Wisp capsule en route) until reaching the array of prisms **(21)**. Unleash the Cyan Laser to end up on the final high platform **(22)** with the last Special Ring (circled in the shot below). From this location, simply ride the wire zip-line down to the Goal Ring **(25)** to complete the Act. You can also head left and hop down to the lower level to find the 1-UP icon. (See the next section.)

TROPICAL RESORT - ACT 3

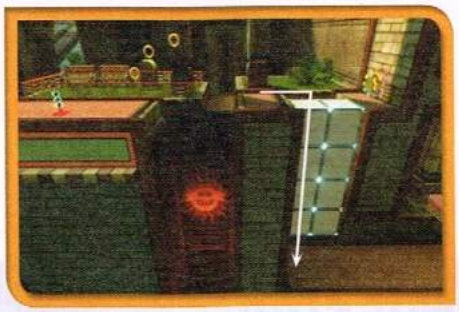
1-UP!

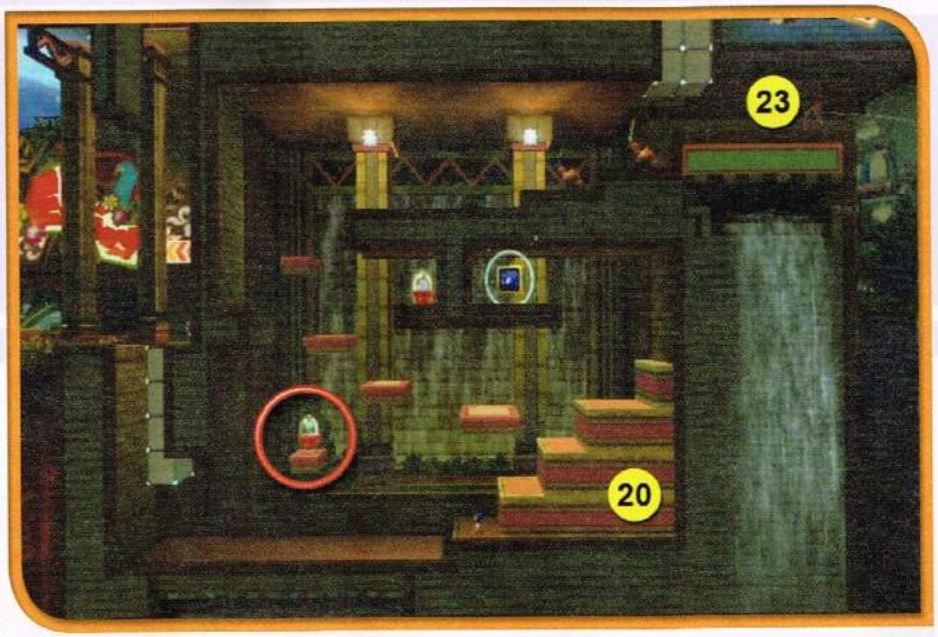
If you work your way across the bottom level, Sonic can Stomp through breakable blocks to get goodies stashed in pits, but watch out for nasty spikes that extend after you land! Stomp on the bridge blocks circled in the shot below to avoid spikes and land on the special items shown, then use the Springs to bounce back out of the pit. In the third pit shown, you can use Cyan Laser to zap ahead to this location **(19)** or use the Spring to bounce out, then use the blue button (indicated by the arrow in our shot below) to extend a series of ledges that you can jump up to the top of the next column. (See our "Super Reveal Ring" Tip about the stairs.)

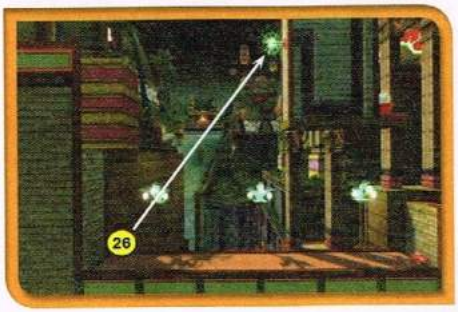
SUPER RING REVEAL

When the stairs are extended, a Super Ring is exposed on the other side of the column. Hopping up quickly allows you to drop off the column's far ledge in time to collect the Ring.

Keep moving across the bottom level until you reach the dangerous furnace shaft **(19)**. Hop across safely, then Stomp down the leftmost column of destructible blocks. (This leaves a shaft that you can Wall Jump back up later, if you want.) Now step on the blue button to extend another set of ledges **(20)** that Sonic can hop up, then jump from to nab the 1-UP icon in the alcove above. After that, use the retractable ledges again to reach the platforms and hop your way up to the wire zip-line **(23)**. From there, it's just a quick ride down to the lower Goal Ring **(24)** to complete the Act.







However, if you haven't yet nabbed the Special Ring, you can get the Cyan capsule (circled in the shot above) in this lower chamber, then Wall Jump back up the shaft Sonic dropped down. Work your way to the left **(26)**, then activate the Cyan Laser and aim it toward the optical cable that sparkles just out of sight in the upper-right.

Hitting the cable zaps Sonic to a spot above **(19)** where you can guide him to a landing on a high platform. Now you can nab another Cyan capsule, then hop up **(21)** and use the prisms to reach the Special Ring **(22)**.

ACT 4

Mission

This stage is short and sweet. After the opening Ramp jump, sprint downhill to the Exploding Balloons, a constantly respawning Yellow Wisp capsule, and two Egg Pawns **(1)**. If this is a replay after completing Sweet Mountain, Act 1, the capsule is full of Yellow Wisps. If so, be sure to bounce up to release them here. If the capsule is empty, just ignore it.

Note also that a pot-shaped Sprinkler hovers inquisitively overhead, moving with you along the way. These guys usually spew a steady stream of spiky mines that cause damage if Sonic touches them, but this first Sprinkler is harmless.

Level Details

Rank	Score
S	850,000
A	500,000
B	400,000
C	250,000

Stage Length	Very Short
Time Over	2:30
Starting Points / Points Deducted Per Second	150,000 / 1,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5 or more	0

Enemy Types

EGG PAWNS
Bonus: 1,000

SPRINKLER
Bonus: None

MOLES
Bonus: 5,000

You only encounter Moles underground on a replay, after you've unlocked Yellow Color Power and transform into the Yellow Drill.

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
YELLOW DRILL
Available in This Act
After you clear Sweet Mountain: Act 1

Wisp Power
PURPLE FRENZY
Available in This Act
After you clear Asteroid Coaster: Act 1

TROPICAL RESORT - ACT 4

REPLAY TIP

Wait to replay this Act until after you've unlocked the Purple Color Power by completing Asteroid Coaster, Act 1. Several special items here (including two Special Rings) can be accessed only with Purple Frenzy.

SPECIAL RING!

Continue past the second Egg Pawn to find three Exploding Balloon bunches in ascending order. Up higher and just beyond the third bunch floats a Special Ring **(2)**. You must jump and use Homing Attacks on Balloons to propel Sonic from bunch to bunch, then bounce up through the Ring. You only get one shot because the Balloons don't regenerate, so jump carefully!

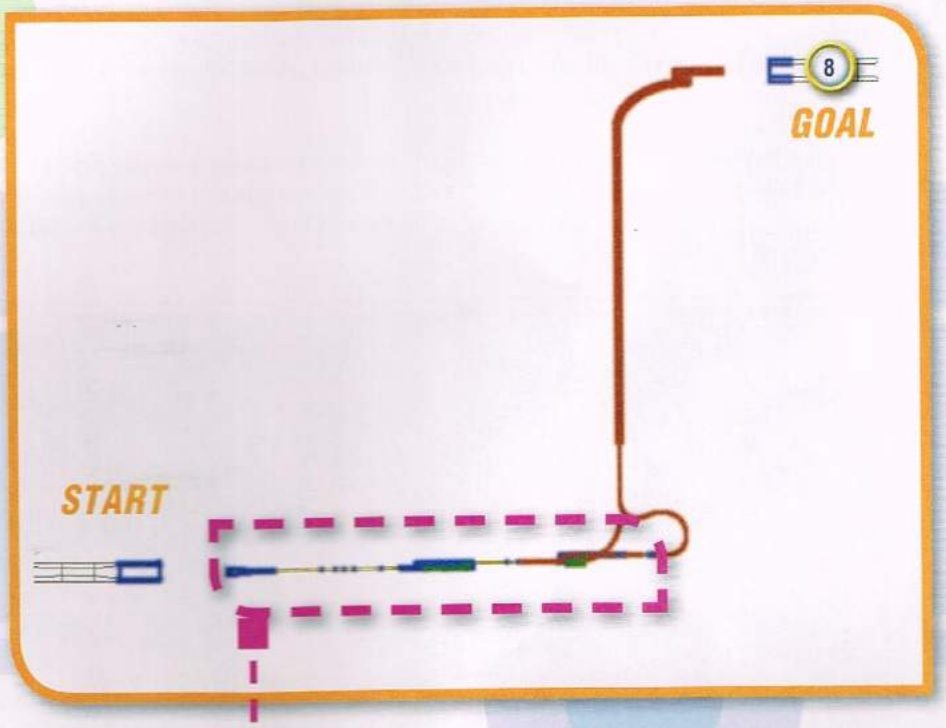
If this is a replay after unlocking Yellow power, skip ahead to the special color section—it's time to do some drilling.

But if the capsule was empty, proceed down the slope to the right, use the Spring to bounce onto the looped track, and continue into the grid of Rings and Exploding Balloons **(3)**. Watch out for a Sprinkler here that spews spiked mines. Avoid those mines while bouncing off Balloons and gathering Rings. Bounce off the rightmost Balloon to get up the next wall. (New Exploding Balloons drop down to replace any you've exploded.)

1-UP AND SPECIAL RING!

Use the Dash Panel to speed over the small hillock with a Yellow Wisp capsule. A Dash Panel rockets Sonic beneath a grind rail—don't worry, you'll ride it shortly, but from the opposite direction. Continue through the loop and up over the turret to another grid of Rings and regenerating Exploding Balloons, with a pair of nasty Sprinklers dropping spiky mines from overhead.

Hit Balloons to propel Sonic up to the Spring on the right, then use that to bounce up onto the grind rail. Ride the rail to grab both a 1-UP **(4)** and a Special Ring **(5)**! Then retrace your route back (or ride the grind rail back, jumping over the acceleration bumpers) to the Spring and use it to bounce up to the Goal Ring **(6)** to complete the Act.

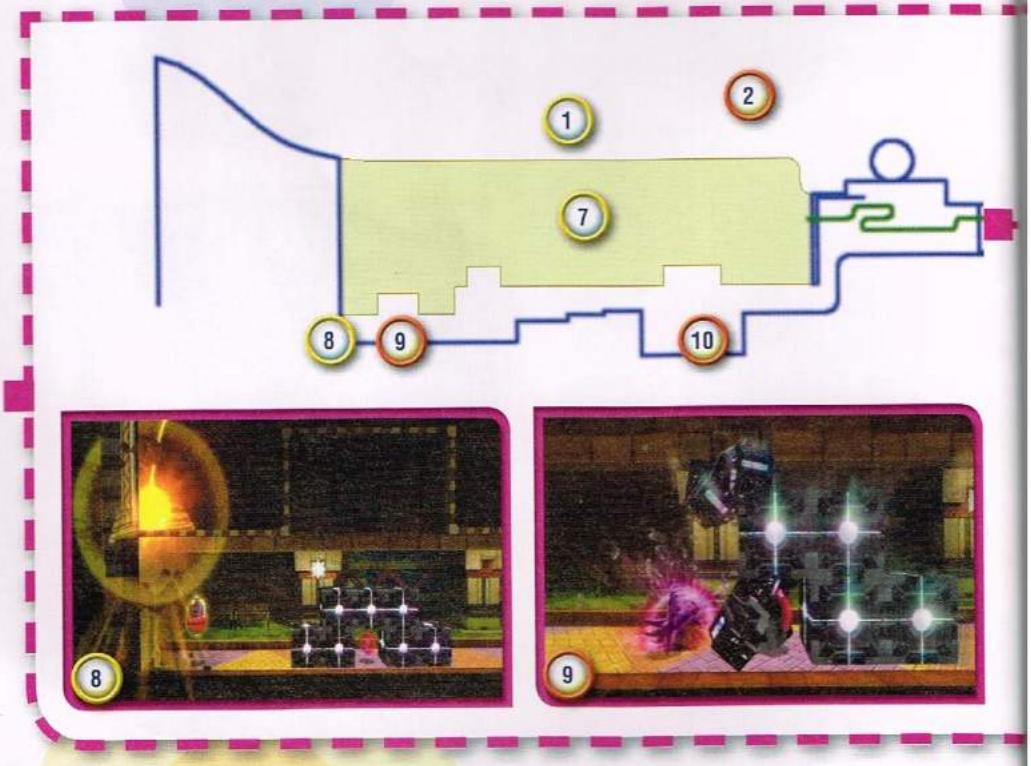


LEGEND

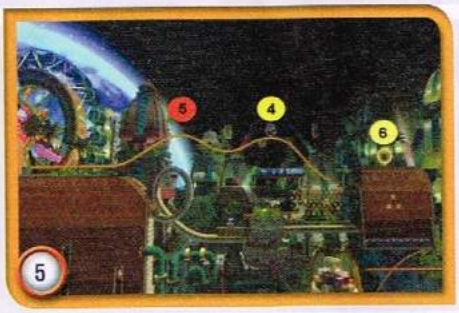
Special Ring

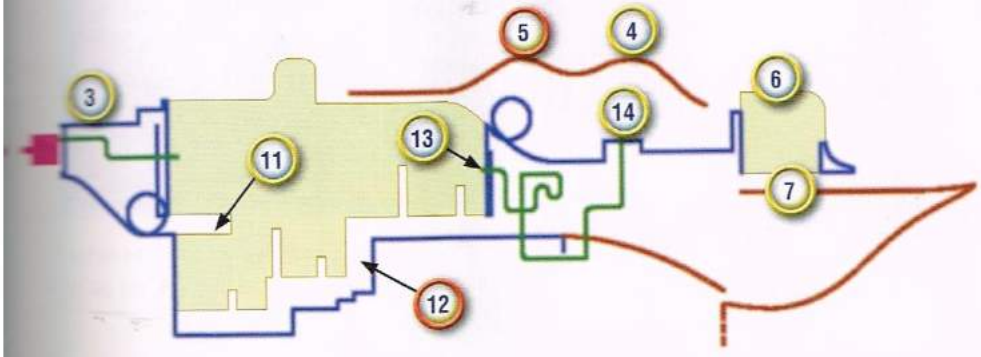
Grind Path

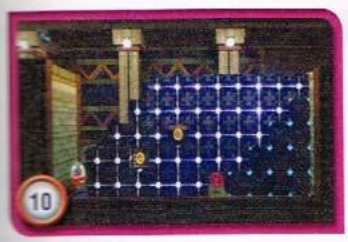
Pipe Path



TROPICAL RESORT - ACT 4







YELLOW DRILL & PURPLE FRENZY ONLY

This replay section assumes you've unlocked both Yellow Drill and Purple Frenzy. If you have Yellow, but not Purple power yet, simply skip past the activities that require Purple Frenzy.

TWO SPECIAL RINGS! (PURPLE FRENZY ONLY)

After you hit the Yellow Wisp capsule **(1)** and collect the Special Ring **(2)**, return to the leftmost edge of the dirt section and drill straight down to the underground chamber **(8)**. (Before exiting the dirt, you can circle around **(7)** and nail a few of the smaller, red variety of Moles, if you want.) You will find a Purple Wisp capsule **(8)**.

If you've unlocked Purple power, hit the capsule. (This also spawns other Purple Wisp capsules in the area.) Then activate Purple Frenzy and start chomping your way across the floor! Gobble the Special Ring encased in blocks **(9)**. Continue through more blocks and a line of Egg Pawns, chewing them all to pieces.

Eventually, you reach another Purple Wisp capsule next to a big stack of mostly destructible blocks **(10)**. Use Purple Frenzy to chomp toward a pair of Super Rings and another Special Ring.

After the frenzy, head to the right, dashing around loops and crouching under low overhangs until reaching the alcove with another Yellow Wisp capsule **(11)**. Activate the Yellow Drill and dive straight down to the underground passage to nail two Egg Pawns and claim the two Super Rings they're guarding.

SPECIAL RING!

Proceed past the first mine-spewing Sprinkler to the vertical shaft lined with platforms. Another Special Ring **(12)** hovers in the shaft, but so does a Sprinkler. Time your platform jumps to avoid the falling spiky mines; hop through the Special Ring and hit the Springs that bounce Sonic into the passage beyond.

Go to the next Spring and use it to bounce up the shaft to the Yellow Wisp capsule at the top. As Sonic bounces up again near the shaft wall, activate the Yellow Drill. Now you can either drill straight up toward the surface or into the pipe opening **(13)** which shoots Sonic over to another location **(14)**.

From here, bounce up onto the grind rail noted earlier to grab the 1-UP **(4)** and Special Ring **(5)**, and get to the Goal Ring **(6)** to end the Act.

ALTERNATE GOAL RING!

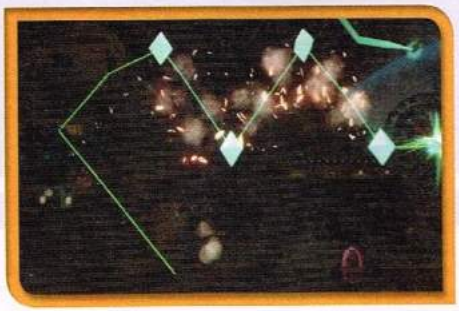
If you reach the earth-mound with the first Goal Ring **(6)** and Sonic has Yellow Color Power stored up, then instead of jumping into the final Ring, drill straight down. Excavate around the mound to score some Super Rings, then burrow downward. Sonic drops out of the bottom of the dirt section onto a grind rail **(7)**. As he rides this, more rails appear, running on parallel tracks. Grind Step to pick up extra bonus points and collect Rings on the way. When Sonic reaches the end, he loops and hits a Dash Ring that propels him into another Goal Ring **(8)**.

TROPICAL RESORT - ACT 5

ACT 5

Mission

Run through the Cyan Wisp capsule. Note a Pink Wisp capsule nearby; if you've unlocked Pink Color Power, skip ahead to the **special color section** a few pages ahead. If not, turn Sonic to face the left. Beyond the capsules to the right, the first ledge is too high to leap, even with a Double Jump. So activate Cyan Laser and aim up the line of Rings to your left. (See our screenshot below for the correct angle.) Sonic ricochets off the block and then through some prisms, collecting Rings, blasting bulls-eye targets, and slicing through Egg Pawns up the steps.



Level Details

Rank	Score
S	1,150,000
A	750,000
B	650,000
C	500,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

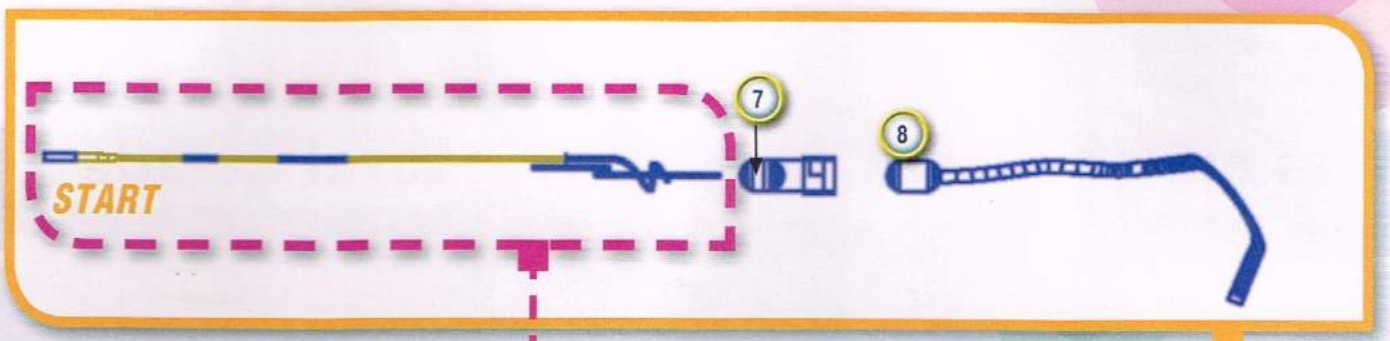
Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

Wisp Power
PINK SPIKES
Available in This Act
After you clear Planet Wisp: Act 1

Enemy Types

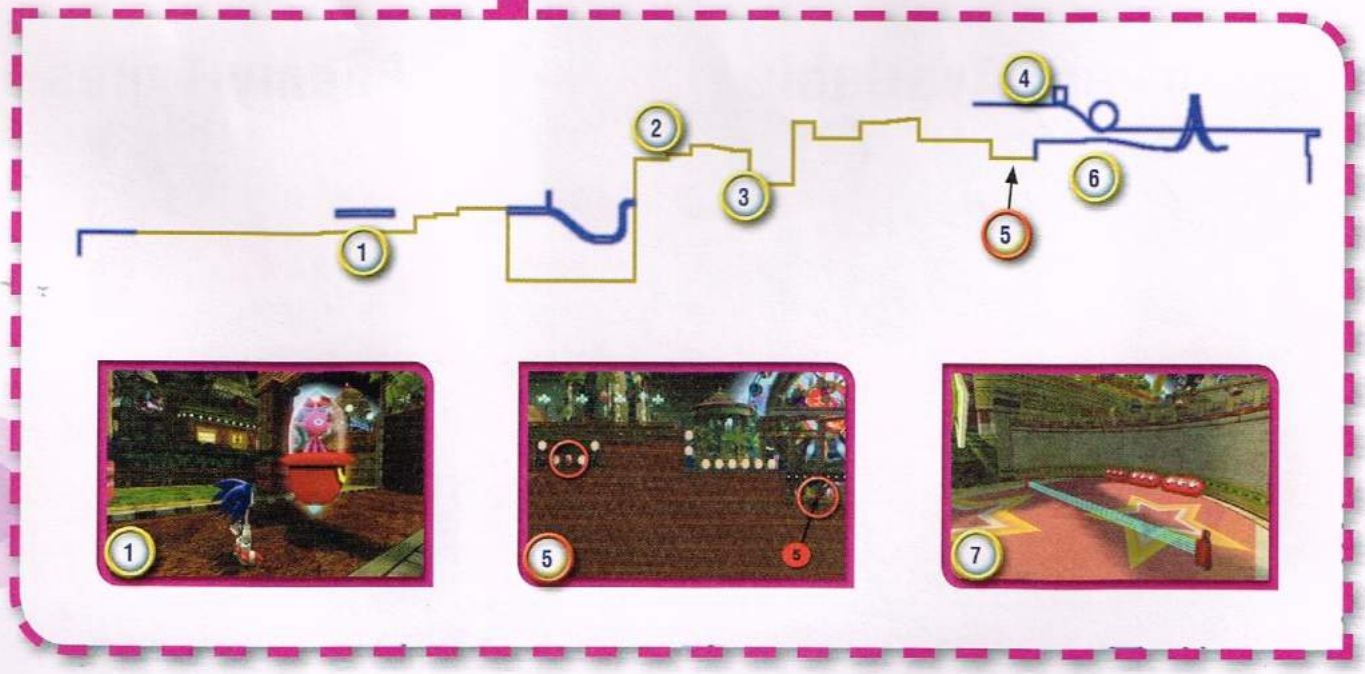
EGG PAWNS
Bonus: 1,000



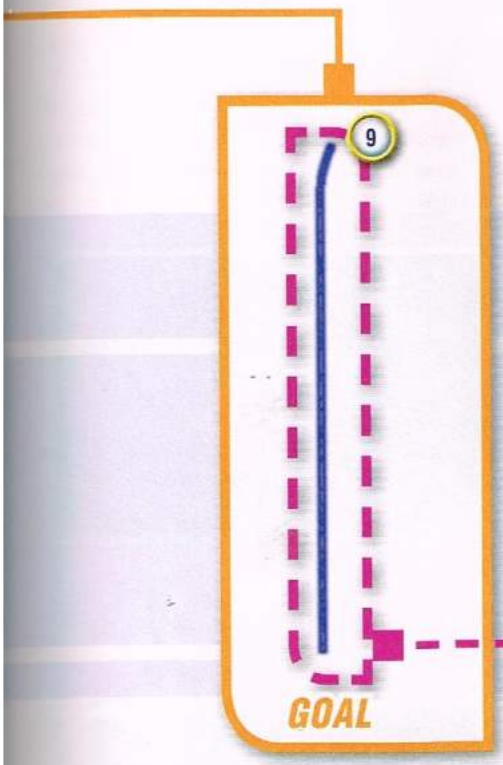
LEGEND

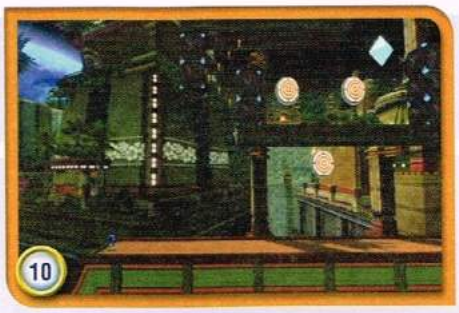
Special Ring

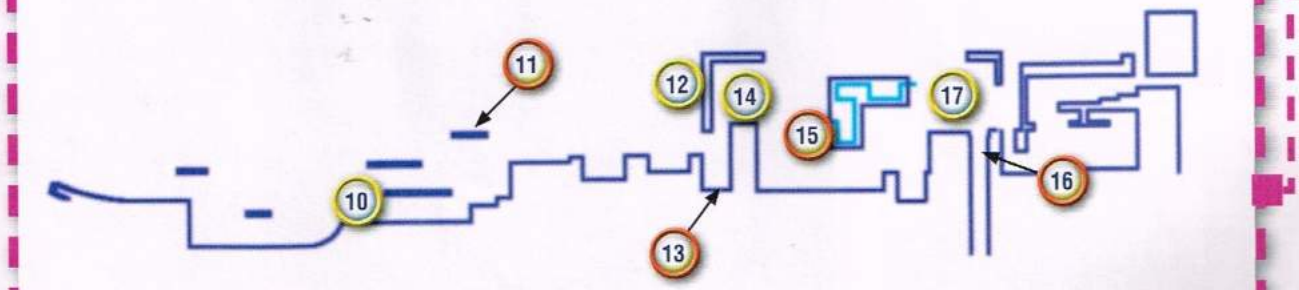
Laser Path



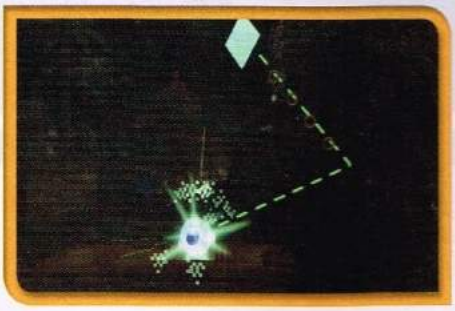
TROPICAL RESORT - ACT 5







Duck under the low wall and down the slope. Hit the Dashboard up to the Spring, then grab the winch handle to ride up the wall to this location **(2)**. Nail the two Egg Pawns and nab the Cyan Wisp capsule just beyond them. Step forward and use Cyan Laser again, aiming to bounce off the wall through the line of Rings up to the prism. (See our screenshot below).



You end up on a high walkway **(4)**. Proceed through the next Cyan Wisp capsule and use the same aiming strategy (bounce off the wall through the line of Rings) to ricochet through the prisms and targets across the gap to the far platform **(7)** where Sonic can sprint through the first checkpoint gate.

PINK SPIKES ONLY

SPECIAL RING!

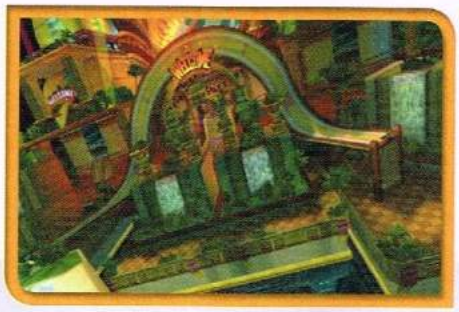
If this is a replay after unlocking Pink Wisp power in Planet Wisp, Act 1, a crazy new dimension is added to this Act. From the start, run through the Pink Wisp capsule **(1)**. Step to the ledge and activate the Pink Spikes, then roll to the right. Just keep rolling rightward until the power expires!

You can roll a long way because the route takes Sonic through three more Pink Wisp capsules (circled in our screenshot below). The roll continues through a hidden Special Ring **(5)**. The spinning ride ends on a high walkway **(6)** that is otherwise inaccessible; the Pink Spikes form automatically expires here.

Now run along the walkway loop to a series of Springs that propel Sonic up high through a Super Ring before dropping onto the far platform **(7)** at the checkpoint gate.

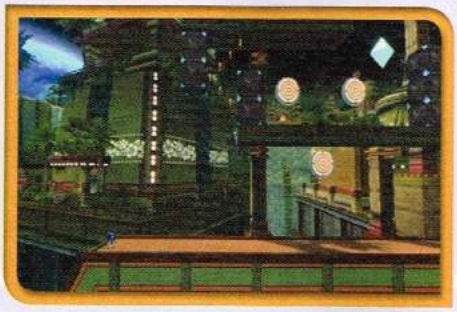
TROPICAL RESORT - ACT 5

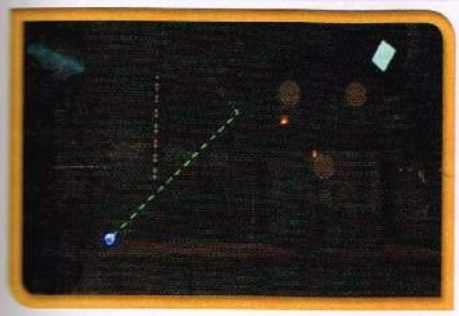
From the checkpoint **(7)**, use Homing Attacks to bounce up the terraces while zapping Egg Pawns. Upon reaching the White Wisp capsule, use it to make a Boost sprint through the Rings and rocket across the gap to the next platform **(8)** where you should immediately start punching the button for Homing Attacks. When Sonic reaches the line of Egg Pawns, nail them with Cyan Laser, then dash up and over the twisting path until he hits the Ramp that propels him across the next gap **(9)**.

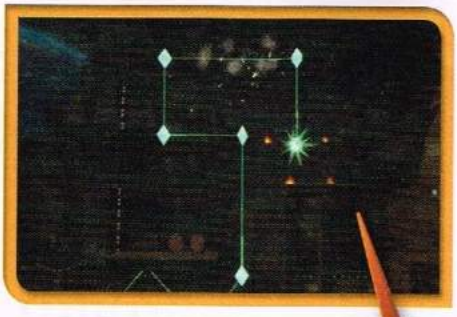


SPECIAL RING!

Use Homing Attacks to bounce from the Exploding Balloons to a pair of Egg Pawns on a platform. Jump and hit another Balloon bunch that bounces Sonic through a Cyan Wisp capsule **(10)**. Now comes a spectacular laser shot that can drop Sonic next to a Special Ring **(11)** hidden on a high platform... but you must aim carefully! Look at our sequence of screenshots to see where to aim the Cyan Laser once you activate it.

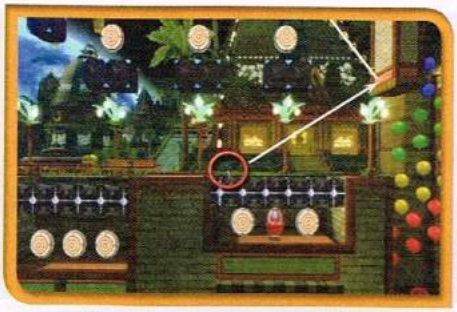


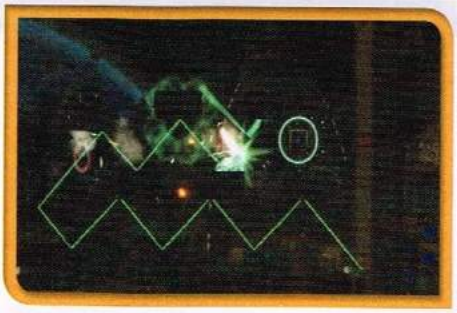




1-UP!

Hop down from this spot **(11)** onto the Dashboard and Ramp to speed through another Cyan Wisp capsule. Stand on the first (leftmost) block of the block bridge, activate the Cyan Laser, and aim up at the wall so that the dotted line ricochets off the wall and follows the line of Rings (see our screenshot below). This triggers another amazing laser shot that shoots Sonic through a 1-UP icon **(12)** floating above. He ends up on the high platform where the 1-UP was located.



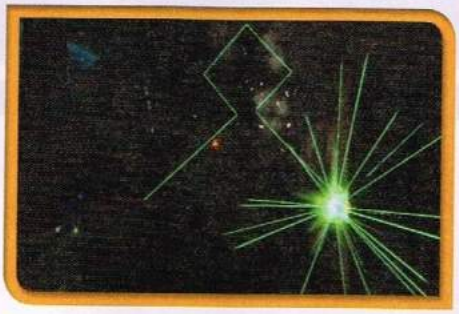


THREE SPECIAL RINGS!

If you've unlocked Pink Color Power, you can drop down to the Pink Wisp capsule (circled in our shot) in the pit to the left, then hop back up to this spot **(12)**. Take a small step off the platform and push the stick to the left to slide down the left wall of the shaft filled with Balloons. The goal is to slide to the shaft's bottom where another Special Ring **(13)** sits.

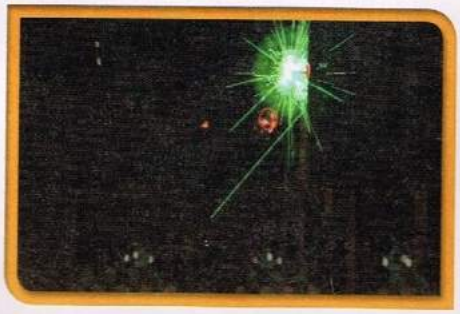
Next, bounce up the Exploding Balloons to the top of the shaft. If you have Pink Color Power available, skip ahead to the next **special color section**. If not, land on the Cyan Wisp capsule **(14)**—but be careful, don't over-jump to the right and fall down the cliff. Now it's time for another carefully-aimed Cyan Laser shot. You can go for a sure shot that will take you to one more Special Ring, or you can try a tricky jumping shot that will nab *both* remaining Special Rings!

- ***The Sure Shot:*** **From (14), aim up at the topmost block of the three stacked in the middle and fire. (See our screenshot below). The shot ricochets to the sparkling optical cable (15).**



The optical cable zaps Sonic through the wall and out over the Goal Ring **(17)** to another Special Ring tucked in an alcove behind it **(16)**. Now just hop up to the Goal Ring to complete the Act.

- ***The Tricky Shot:*** **From the spot where you nabbed the Cyan Wisp capsule (14), make a running leap to the right. Just as Sonic drops lower than the lowest row of three blocks (see the red circle in our screenshot below), activate the Cyan Laser. Aim as shown toward the far wall so he ricochets back through the Special Ring (15) and on up into the optical cable. Sonic ends up landing in the same spot as The Sure Shot, on top of the last Special Ring (16). Hop up to the Goal Ring (17) to end the Act.**



PINK SPIKES ONLY

TWO SPECIAL RINGS! (ALTERNATE)

There's another way to collect two Special Rings **(15-16)** by using the Pink Spikes if you have them available. After bouncing up the Exploding Balloons from this location **(13)**, avoid hitting the Cyan Wisp capsule here **(14)**. Instead, jump toward the wall to the left (see our screenshots) and immediately activate the Pink Spikes to attach to that wall.

Roll up the wall and around to the sparkling optical cable **(15)**. When you reach the cable, jump across to the vertical row of blocks and roll through the Special Ring, then jump back across to the wall with the optical cable and keep rolling in the same direction.

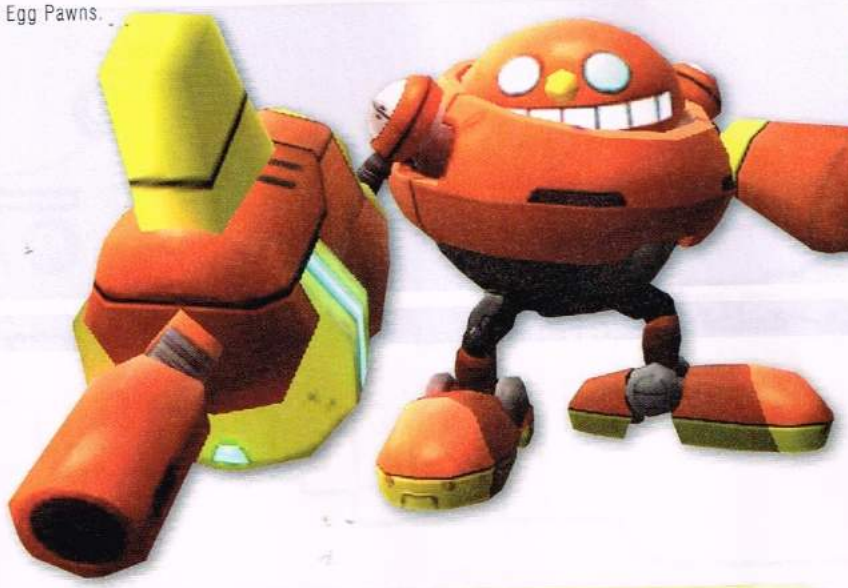
Now you can roll all the way to the second Special Ring **(16)**—but don't stop en route or the Pink Spikes will expire before you get there!

TROPICAL RESORT - ACT 6

ACT 6

Mission

The first stretch is easy; just hop over the gaps and nail Egg Pawns on the way past the first set of revolving platforms (which automatically revolve) until reaching the second set of revolving platforms **(1)**, guarded by Egg Pawns.



Level Details

Rank	Score
S	550,000
A	500,000
B	400,000
C	300,000

Stage Length	Very Short
Time Over	2:30
Starting Points / Points Deducted Per Second	150,000 / 1,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
PINK SPIKES
Available in This Act
After you clear Planet Wisp: Act 1

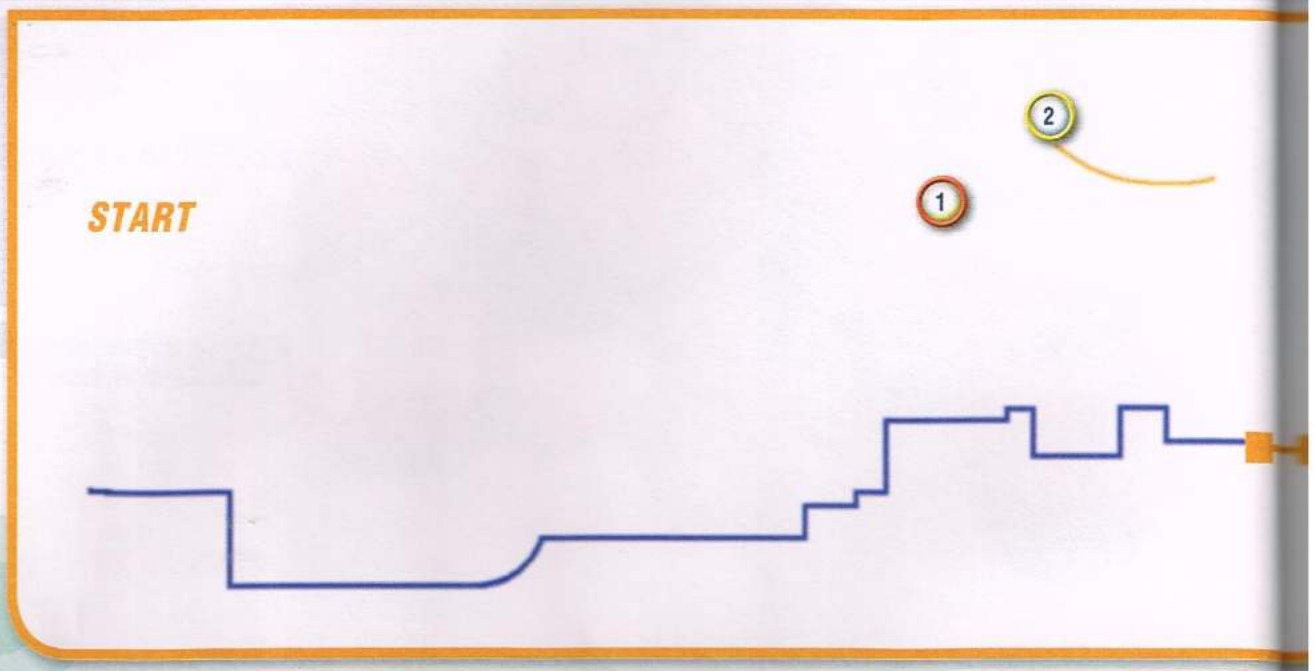
Enemy Types

EGG PAWNS
Bonus: 1,000

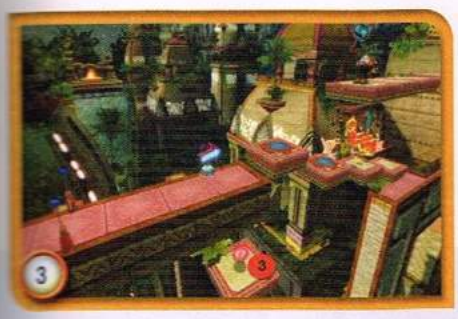
LEGEND

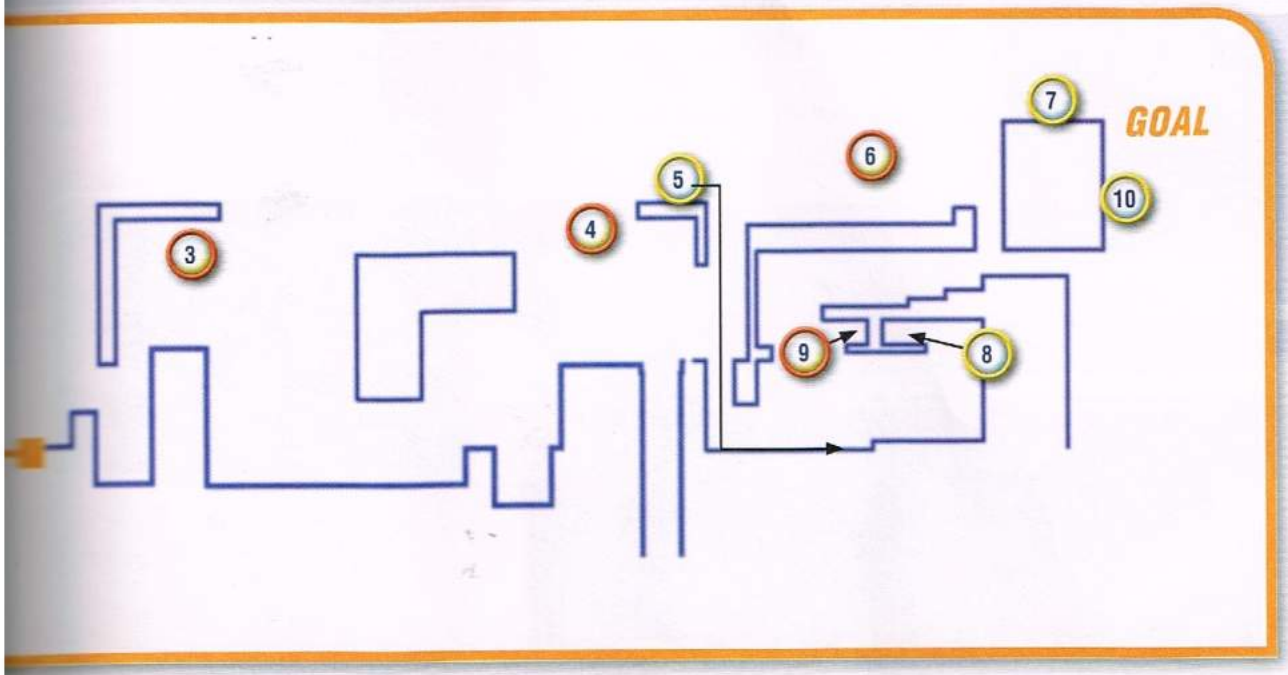
Special Ring

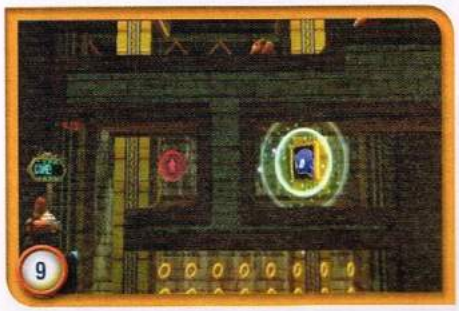
Wire Path



TROPICAL RESORT - ACT 6





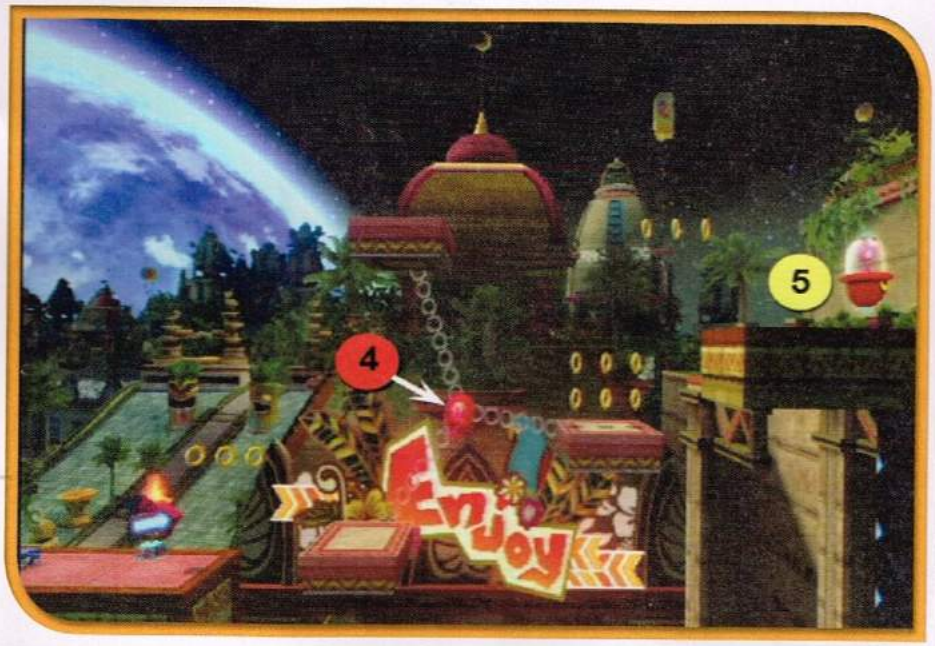


THREE SPECIAL RINGS!

After nailing the Egg Pawns, activate the platform mechanism. To do this, jump onto either of the two platforms and step onto its blue button. Don't miss the Special Ring that spins in the axle of the mechanism! Then jump up onto the small platform with the arrow pointing right and use a Homing Attack to grab the next handle **(2)** and ride the wire over to the next checkpoint.

Use the next revolving platforms to drop down to another Special Ring **(3)**. Look for a Super Ring under the next platform, too.

Continue toward the revolving triple-platform **(4)**. Jump aboard the nearest platform, ride down under the Special Ring, then leap straight up to get it. Ride further and jump over to the Pink Wisp capsule **(5)** on the far side.



SPECIAL RING!

If this is a replay after you've unlocked Pink Color Power, tag the Pink Wisp capsule and then read the **special color section** in the right column of this page. If the capsule is empty, continue to the right and zap the Egg Pawns. Use the series of revolving platforms to reach the Special Ring **(6)**, then over to the Goal Ring **(7)** to complete this very short stage.

PINK SPIKES ONLY

SPECIAL RING & 1-UP!

If you released Pink Wisps from the capsule here **(5)**, then you can access a lower chamber and acquire both a Special Ring and a 1-UP. First, collect that Special Ring **(6)** as described earlier, then quickly return to this location **(5)**. Activate the Pink Spikes and roll straight down the cliff, breaking through the destructible block while clinging to the leftmost wall. Detach and drop to the floor, then start rolling to the right, slamming through the six Egg Pawns.

Keep rolling nonstop up the far wall until Sonic is directly *above* the 1-UP **(8)**, then drop through it, detaching to the floor. Roll again until Sonic is directly *below* the Special Ring **(9)**, then hop up through it, detaching to the ceiling.

Now roll left across the ceiling and up to the next level through four more Egg Pawns. Roll through another Pink Wisp capsule (refilling the power gauge), then jump up and attach the Pink Spikes to the ceiling. Roll to the right, and then up the back wall through a line of Rings **(10)**. Continue up to the Goal Ring **(7)**, jumping up into it to end the Act.

TROPICAL RESORT - BOSS

BOSS

Mission

This is a fairly easy boss fight if you know what you're doing. The boss, named Rotatatron, is a big robot that clings to the park's Ferris wheel.
The area consists of the following:

- One outer ring that forms a complete circle and serves as the level's boundary.
- Three rotating inner rings, each with platforms connected.
- The boss's two deadly claws.
- The boss's fragile eye in the center.

Level Details

Rank	Score
S	2,000,000
A	1,750,000
B	1,350,000
C	1,000,000

Stage Length	Boss-only
Time Over	3:20
Starting Points / Points Deducted Per Second	1,000,000 / 5,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	1,000,000
1	750,000
2	650,000
3	200,000
4	100,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

Boss

ROTATATRON!
Bonus: 100,000

Sonic starts out on the bottom of the outer ring. Run up the curve in either direction to scoop up a few Rings, leaping to avoid Rotatatron's two grasping metallic claws as they clamp down along the circle. Then hop onto one of the nine platforms rotating on the next inner ring. The claws can't crush Sonic here!

Wait until your platform rotates to a position where Sonic can safely leap onto the red platform holding the Cyan Wisp capsule, which rotates in the next inner ring. Turn to face the great eye of the Rotatatron, then activate Cyan Laser. Aim for the eye and let it rip!

Sonic ends up back at the bottom on the outer ring. Start hopping across platforms to get closer to the eye. This time, the boss starts tossing some twirling red stars that track Sonic. They cause damage upon contact, so avoid them as best you can.

When you get within striking distance of the robot's eye, face it and press Jump so the lock-on cursor appears on the eye, then punch your Jump button again! Attack the eye until Sonic drops to the starting spot at the bottom of the Ferris wheel.

Repeat this process, hopping across platforms until you can attack the eye. Eventually, the great eye collapses and spews out a cluster of bouncing Rings as it expires. Run back and forth across the bottom to scoop up Rings before the Act ends. Way to go! First boss down!

NEW AREAS UNLOCKED!

Two new theme parks open up after you beat Rotatatron: Sweet Mountain and Starlight Carnival. You can play them in either order, or you can jump back and forth between the two.

However, we recommend that you play all of Starlight Carnival first, which unlocks two Color Powers: Blue in Act 1 and Green in Act 5. The reason: You can use both of these forms (Blue Cube and Green Hover) in the Sweet Mountain park.

If you play Sweet Mountain first, you also unlock two Color Powers: Yellow in Act 1 and Orange in Act 3. But you can't use either one of those forms (Yellow Drill or Orange Rocket) in the Starlight Carnival park.

STARLIGHT CARNIVAL

ACT 1

Mission

Sonic sprints down an amazing road made of light energy. As it unfurls ahead, a pair of Egg Chasers drop down in his path. Use Quick Step to avoid their lasers—remember, an Egg Chaser spins its arms just before it shoots. When the road ends, Sonic is flung out into space. Use Homing Attacks on the floating debris **(1)** to bounce into a Rainbow Ring and some Dash Rings. Sonic ends up inside a big space-faring vessel.

Level Details

Rank	Score
S	1,650,000
A	1,350,000
B	1,000,000
C	650,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
BLUE CUBE
Available in This Act
Always

Wisp Power
PINK SPIKES
Available in This Act
After you clear Planet Wisp: Act 1

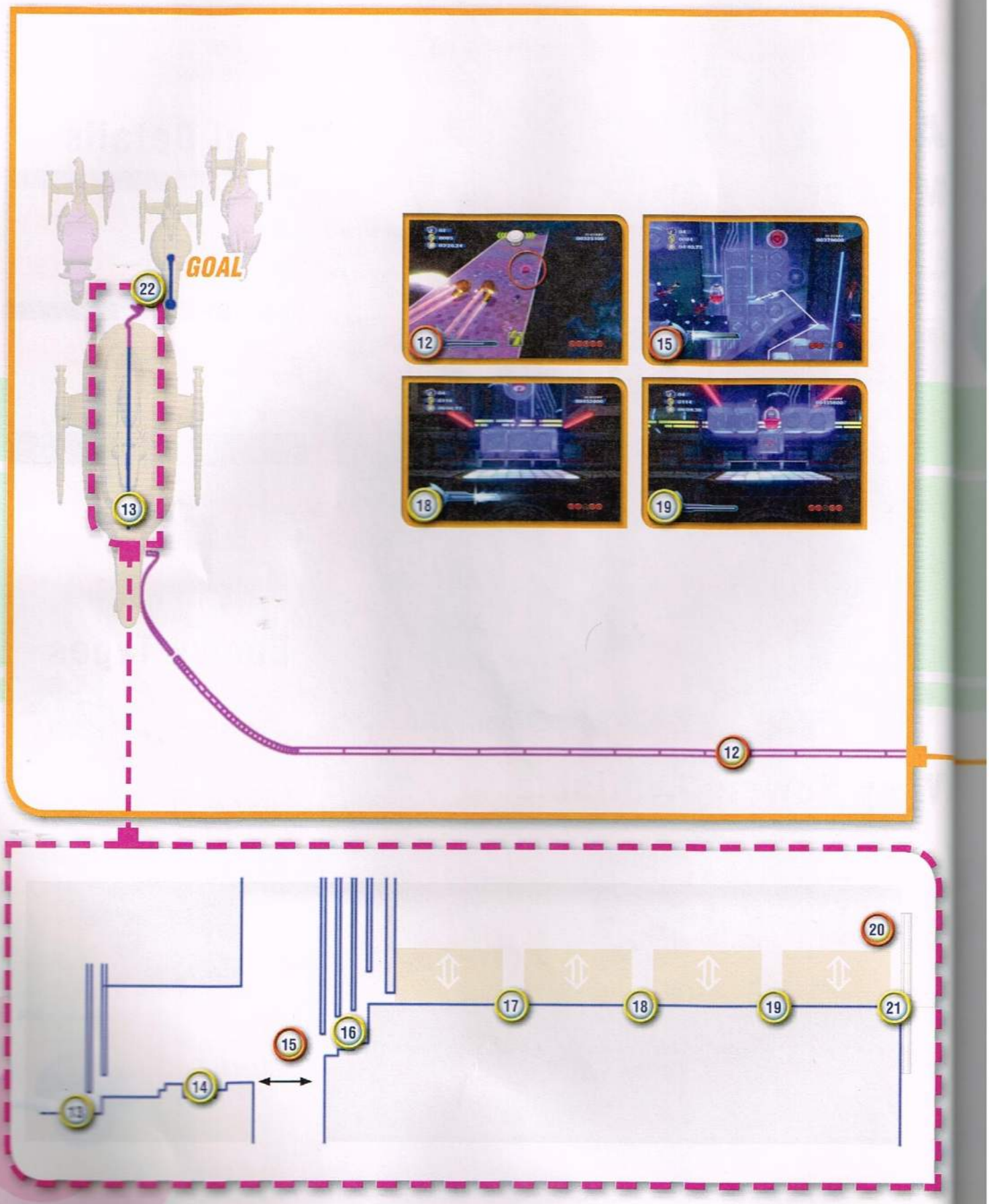
Enemy Types

EGG CHASER
Points: 2,000

EGG PAWNS
Points: 1,000

SPINY
Points: 1,000

MOTO BUG
Points: 1,500


GOAL
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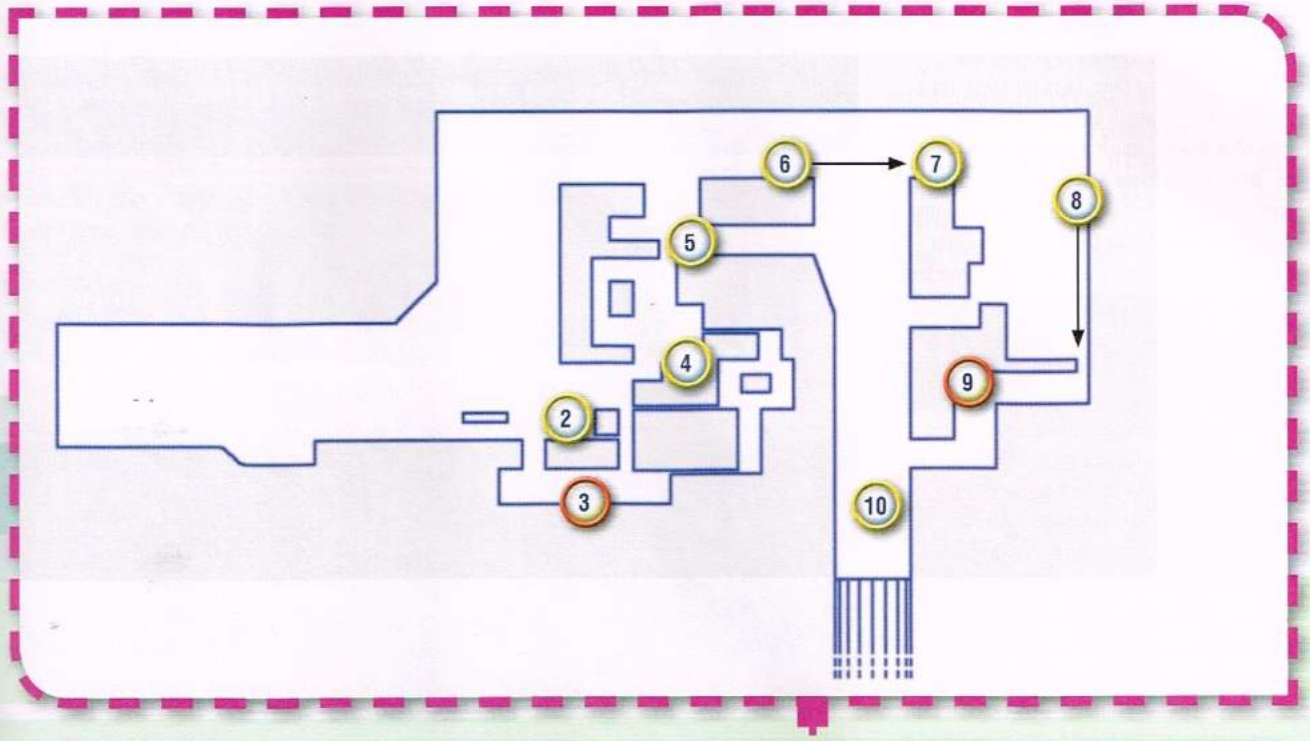
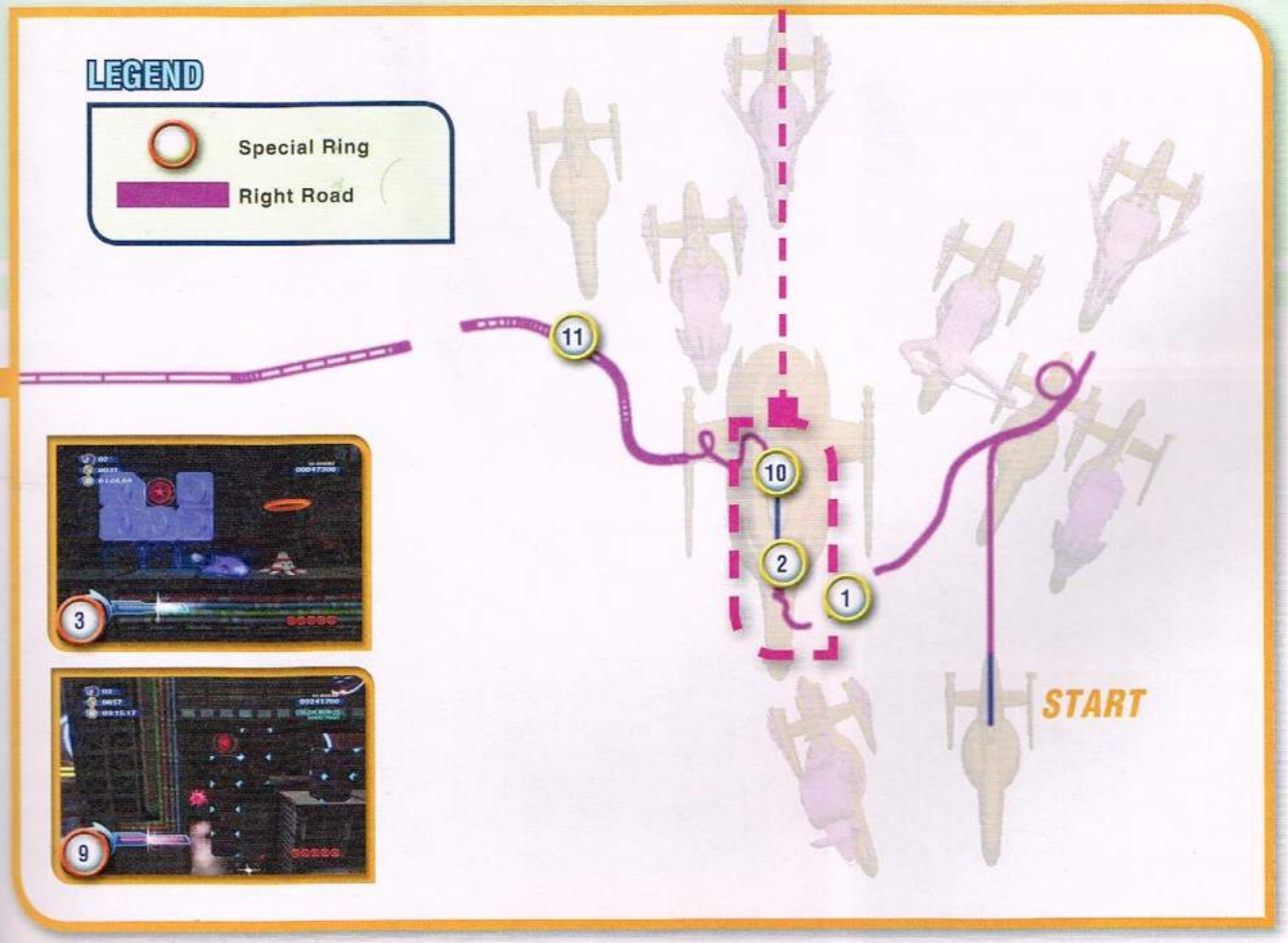
STARLIGHT CARNIVAL - ACT 1





SPECIAL RING!

Run into the Blue Wisp capsule to acquire Blue Color Power for the first time. Look for some nearby spinning Blue Rings, which are collectible items, and solid Blue Blocks, which are indestructible objects. When you activate Blue Cube, all Blue Blocks transform into Blue Rings and vice versa. Two other important things about Blue Cube: First, its color gauge runs out fairly quickly, so you must move fast to use it. Second, you can toggle Rings and Blocks back and forth until the gauge runs out. (See our Basics chapter for details on how this works).

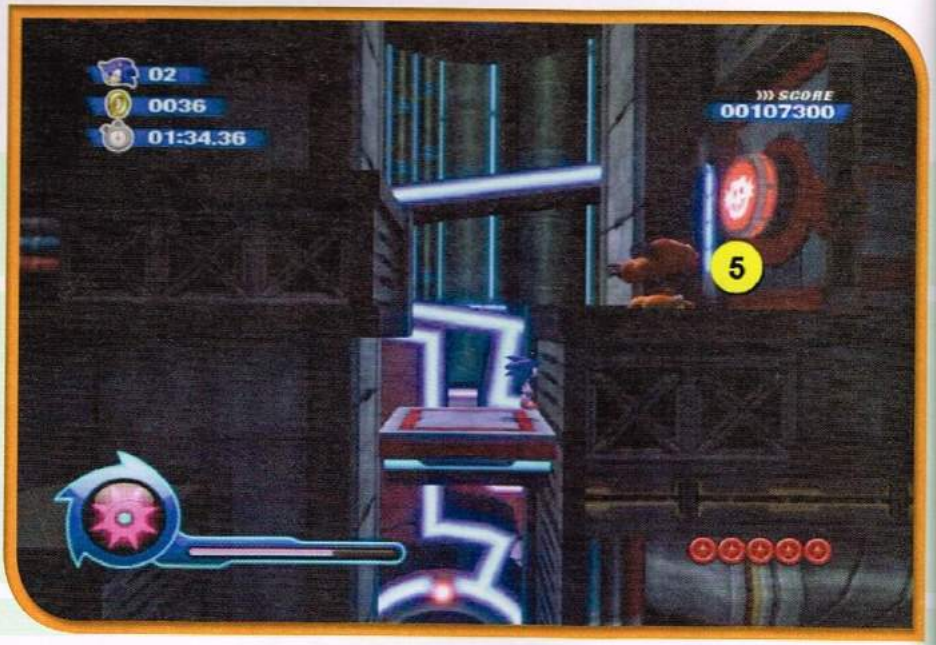
An example is your next move. Stand directly atop the four Blue Blocks in the nearby floor and activate Blue Cube. The blocks turn into Rings and Sonic drops through them to the chamber below. (The transformation also wipes out the two Egg Pawns below, a nice side effect of Blue Cube.) Head right and slide through the three Blue Rings on the bottom row underneath the Special Ring **(3)**, keep sliding to nail the Spiny that's shooting mines at Sonic. Now use Blue Cube again to change the Blue Blocks that encase the Special Ring into Blue Rings. Jump through all of the Rings to collect them.

BLUE CUBE!

Starlight Carnival, Act 1 introduces Blue Color Power. Once you complete this mission, Blue Wisps occupy all Blue Wisp capsules, including those you find during replays of earlier stages.

If the nearby Pink Wisp capsule is empty, jump up into the red Dash Ring and bounce up the narrow shaft. If this is a replay after you've unlocked Pink Color Power by completing Planet Wisp, Act 1, then collect the capsule before you bounce up the narrow shaft. (We'll tell you how to use the Pink power shortly.)

Nail the Egg Pawn on the platform to the right. Step on the blue button **(4)** to open the security door across the shaft to the left, then jump through. Ride the lift up and hop over onto another lift to the right. Ride that one up to another security door **(5)**. The button to open this door is across to the left.



If you don't have Pink power available yet, hop across to step on the button—watch out for the bombs dropping from the Spiny attached to the wall above! Then hop back through the now-open security door. Continue down the corridor and jump off. Sonic goes into a gentle freefall down the ship's exit tube **(10)**.

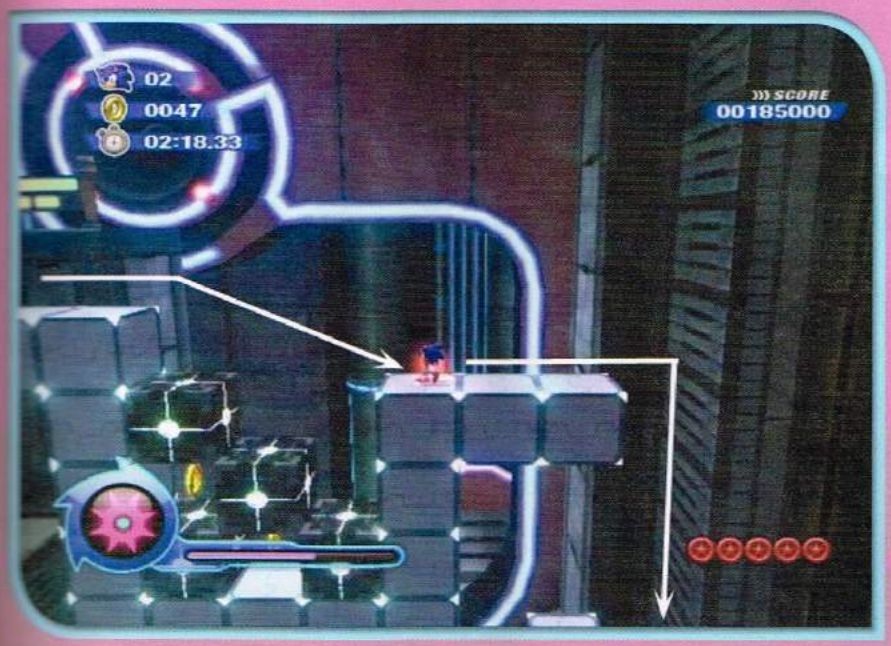
However, if you've got Pink power available, *don't* open the security door. Instead, read the following **special color section**:

PINK SPIKES ONLY!

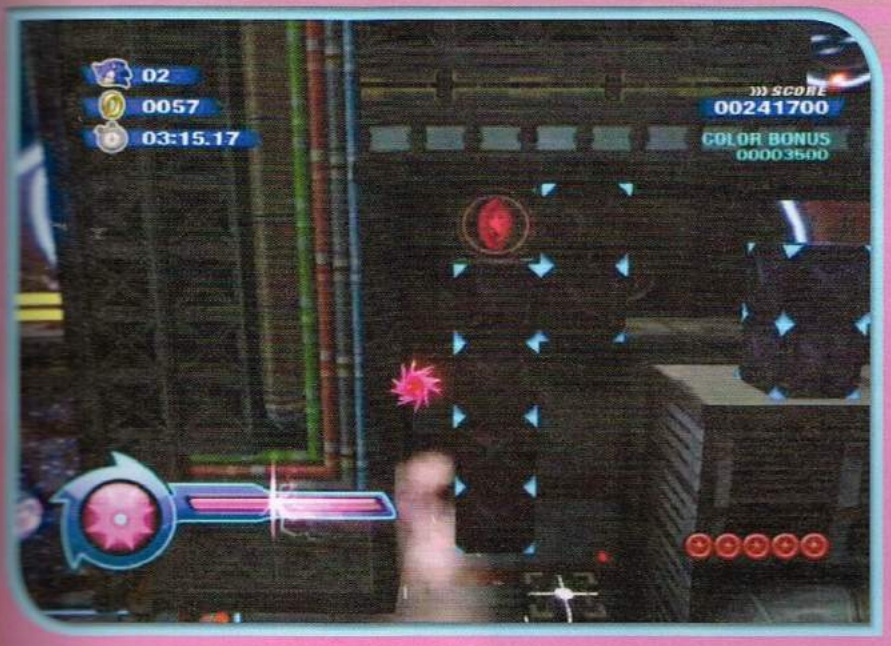
Activate Pink Spikes and attach to the door, then start rolling upward. Sonic's spikes destroy the Spiny on the wall. Roll up to the top of the structure **(6)** and stop. Don't roll over the edge into the gap or Sonic loses the Pink Spikes form and goes into a freefall. We'll make this descent later, but first there's a Special Ring to find.

STARLIGHT CARNIVAL - ACT 1

After Sonic returns to normal, run to the right toward the gap, jump, and use Air Boost to reach the far platform. Sonic shoots through another Pink Wisp capsule **(7)**. Hop across crates all the way to the far wall **(8)** and drop down the wall. He lands on a destructible white crate. Stomp on it to slam down through other white crates and land on a black crate.



The black crate is destructible, too, but Stomp won't work. You must activate the Pink Spikes to bust through the black crate and drop. Roll to the left to collect a Super Ring, then keep rolling down through more black crates to the next platform where Sonic can roll up the stacked boxes to the Special Ring **(9)**. After that, use the blue button to open the security door and hop off the edge into a freefall down the ship's exit tube **(10)**.



SPECIAL RING!

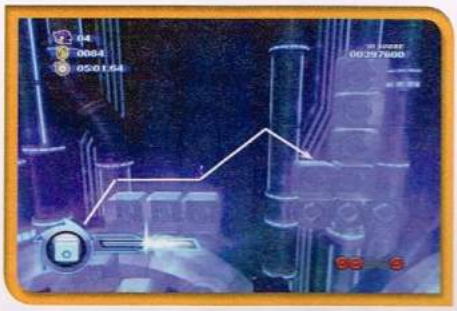
Guide Sonic's descent through Rings to a landing on another light-road **(11)** where he runs automatically. Soon Sonic is joined by a crew of Moto Bugs. These robot racers damage Sonic if they bump him. Knock bugs off the three-lane track by using Quick Step from the side or Boost from behind. And don't miss the Special Ring **(12)** in the far-right lane.

Sonic ends up inside another star cruiser **(13)**. A catapult shoots him up above your view; he lands atop a massive press. Push the stick to the right to walk him until he drops back into sight. Run through the checkpoint, nail the two Egg Pawns, and snag the Blue Wisp capsule.

SPECIAL RING!

Now comes a fairly difficult maneuver to reach the next Special Ring. Hop up to the impassable stack of six Blue Blocks and activate Blue Cube to transform the blocks into Blue Rings. Sprint through those Rings and run across the bridge of Blue Blocks beyond. Hurry! At the bridge's end, turn and hop up the block stairs, first to the left and then to the right. Then before the Blue color gauge runs out, leap left onto the blocks under the Special Ring **(15)**.

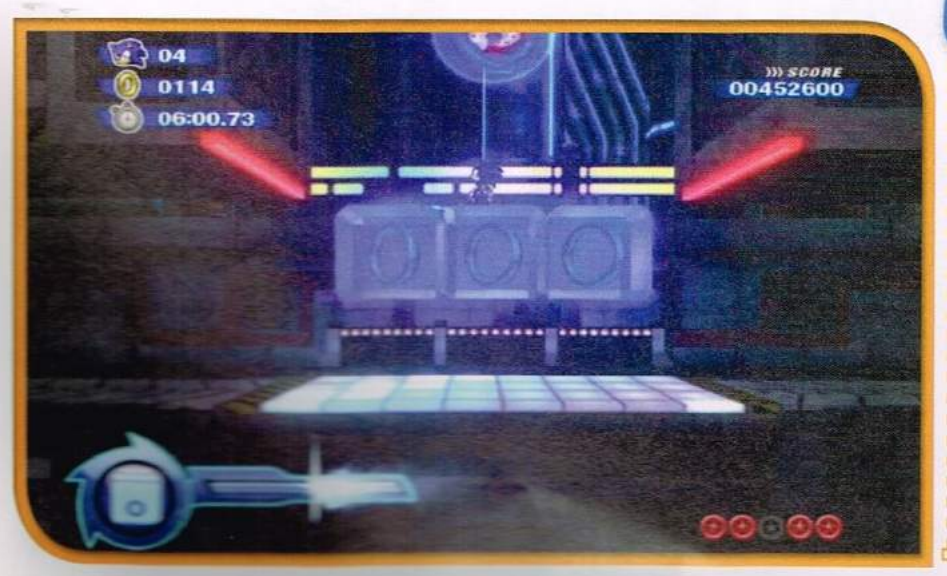
After Blue Cube wears off, jump left through the Blue Rings and collect the Blue Wisp capsule, then take out the two Egg Pawns. Walk out to the leftmost Blue Block and activate Blue Cube again. Hop up the newly created Blue Blocks, working your way to the right. When Sonic's path is blocked by a tall stack of blocks, use Blue Cube again to change them into Blue Rings. Hop through them and use the last blocks to reach the Special Ring. After Blue Cube wears off, jump to the platform at right.



The platform is the first of a series of catapults **(16)** that eventually shoots Sonic over to a checkpoint and a blue button that opens the next security door. This puts Sonic at the edge of a series of four massive presses.

SPECIAL RING!

Run underneath the first press as it lowers. Hurry to the Blue Wisp capsule **(17)** on the safe, white-tiled section. Run under the second press to three Blue Rings **(18)** and, above them, a single Blue Block that encases a Spring. Activate Blue Cube and hop onto the three Blue Blocks to reach the now-accessible Spring.



The Spring shoots Sonic up out of sight atop the third press. Walk him (unseen) to the right until he drops onto more Blue Blocks, a Blue Wisp capsule, and another Spring **(19)**. Activate Blue Cube and let the Spring bounce Sonic out of sight atop the fourth press.

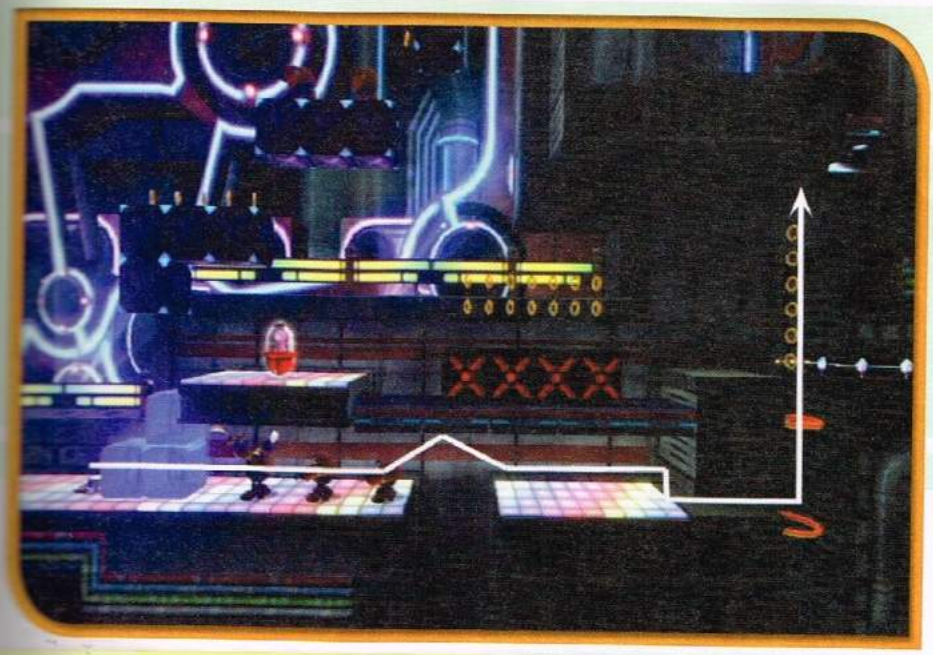
Walk Sonic (unseen again) to the right, through Rings and the hidden Special Ring **(20)**—you can hear him collect these items. Keep walking rightward until Sonic drops onto the Dash Panel **(21)** at the end. This propels Sonic down one last light-road. At the road's end, be ready to launch Homing Attacks at more floating debris **(22)** to bounce into a freefall down to another vessel. Descend through the line of Rings into the ship's hold and watch Sonic make an automatic dash to the Goal Ring!

ACT 2

Mission

There are two very different ways to complete this Act, depending on whether or not you've unlocked Pink Color Power and can use the Pink Spikes form. Without Pink Spikes, you can reach only one of the five Special Rings in this area, so be sure to come back for a replay once you've got Pink unlocked.

If you haven't unlocked Pink power yet, run through the Blue Wisp capsule **(1)**. Use Blue Cube to collect the Blue Rings just ahead, then nail the Egg Pawns. Hop over the narrow chasm—if you fall down the shaft, you must defeat two Egg Pawns at the bottom and then Wall Jump back up. Slide under the low wall, then bounce upward using the red Dash Rings to land on the ledge above.



Level Details

Rank	Score
S	1,000,000
A	850,000
B	600,000
C	350,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power
BLUE CUBE
Available in This Act
Always

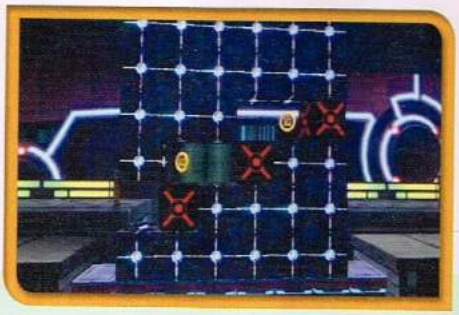
Wisp Power
PINK SPIKES
Available in This Act
After you clear Planet Wisp: Act 1

Enemy Types

EGG PAWNS
Bonus: 1,000

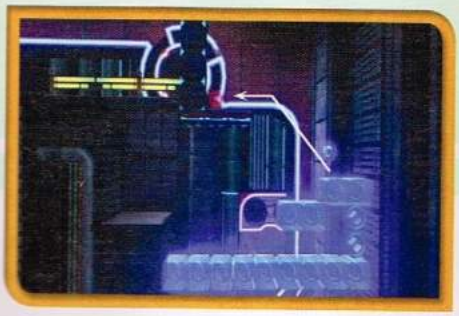
Hop up onto the blue button **(2)** to open the door with the flashing Eggman icon above the button. Enter and Wall Jump up to the next ledge. From there, bounce off the nearby Springs up to a winch handle that pulls Sonic to the top of the structure. Hit the Blue Wisp capsule there **(3)** and continue to the right.

Work your way through the stack of blocks—touch each red explosive block, step down to the left while it flashes and explodes, then move to the next explosive block and repeat. (You collect a pair of Super Rings along the way). After getting through, just drop off the next ledge.



SPECIAL RING!

As Sonic drops, look for a Special Ring **(4)** on a ledge above. Touch the nearest explosive block in the mixed stack and step back—the entire set of red blocks explodes. Now walk onto the third Blue Block and activate the Blue Cube form. Quickly hop onto the highest spot and make a mighty Double Jump up to the ledge with the Special Ring. It's a tough jump, and missing means you may not have time for a second attempt before the Blue Cube wears off, so really focus on getting every inch you can out of this leap.



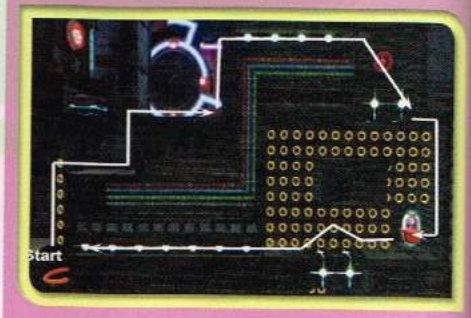
Next, drop down to another big stack of mixed blocks **(5)**. Touch explosive blocks and use Blue Cube to work your way through the stack down to its lower-right corner, where you can drop down a short shaft. Immediately unleash a Homing Attack on the pistol-packing Egg Pawn waiting for you, then work your way along the tunnel to zap another Egg Pawn. Finally, drop down through the blocks to the Goal Ring chamber below to finish the Act.

PINK SPIKES ONLY!

The area has several Pink Wisp capsules, including two that are regenerating **(8 & 14)**. There are several ways to negotiate the area with Pink Spikes and collect all five Special Rings plus a 1-UP **(13)**, as well. Here's a strategy that works well:

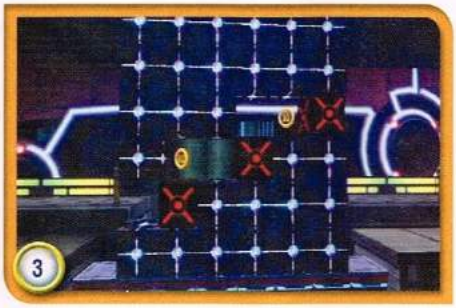
THREE SPECIAL RINGS!

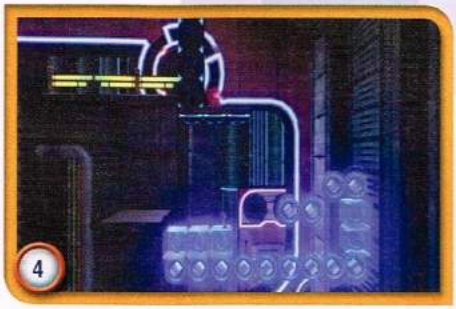
Hit the first Pink Wisp capsule **(6)** and continue over the row of explosive blocks to the shaft. Use the red Dash Rings to bounce up to the ledge, then hop up the next ledge and stand beside the wall on the right. (See the route indicated in our screenshot below). Activate Pink Spikes and roll up the wall. Sonic tumbles into a narrow horizontal shaft that leads to the Special Ring **(9)**. Grab it and continue rolling downward into the chamber full of Rings to find a regenerating Pink Wisp capsule **(8)**. Roll into the capsule to refill the color gauge and continue rolling left to another narrow horizontal shaft filled with destructible blocks. Roll *slowly* along that shaft and stop the moment Sonic smashes the last block. Don't exit! Instead, reverse directions and go back into the chamber. Wait until the Pink Spikes form wears off. Then, in Sonic form, tag the regenerating Pink Wisp capsule **(8)**.



Still in Sonic form, exit via the shaft you just cleared out. (You must crouch!) Bounce up the Dash Rings and work your way up the vertical shaft to the ledge next to the blue button in the small alcove **(10)**. You must activate Pink Spikes here and roll through the narrow tube to the blue button, which opens the door across the way. (You need this door open for later.) Quickly roll back out of the alcove.

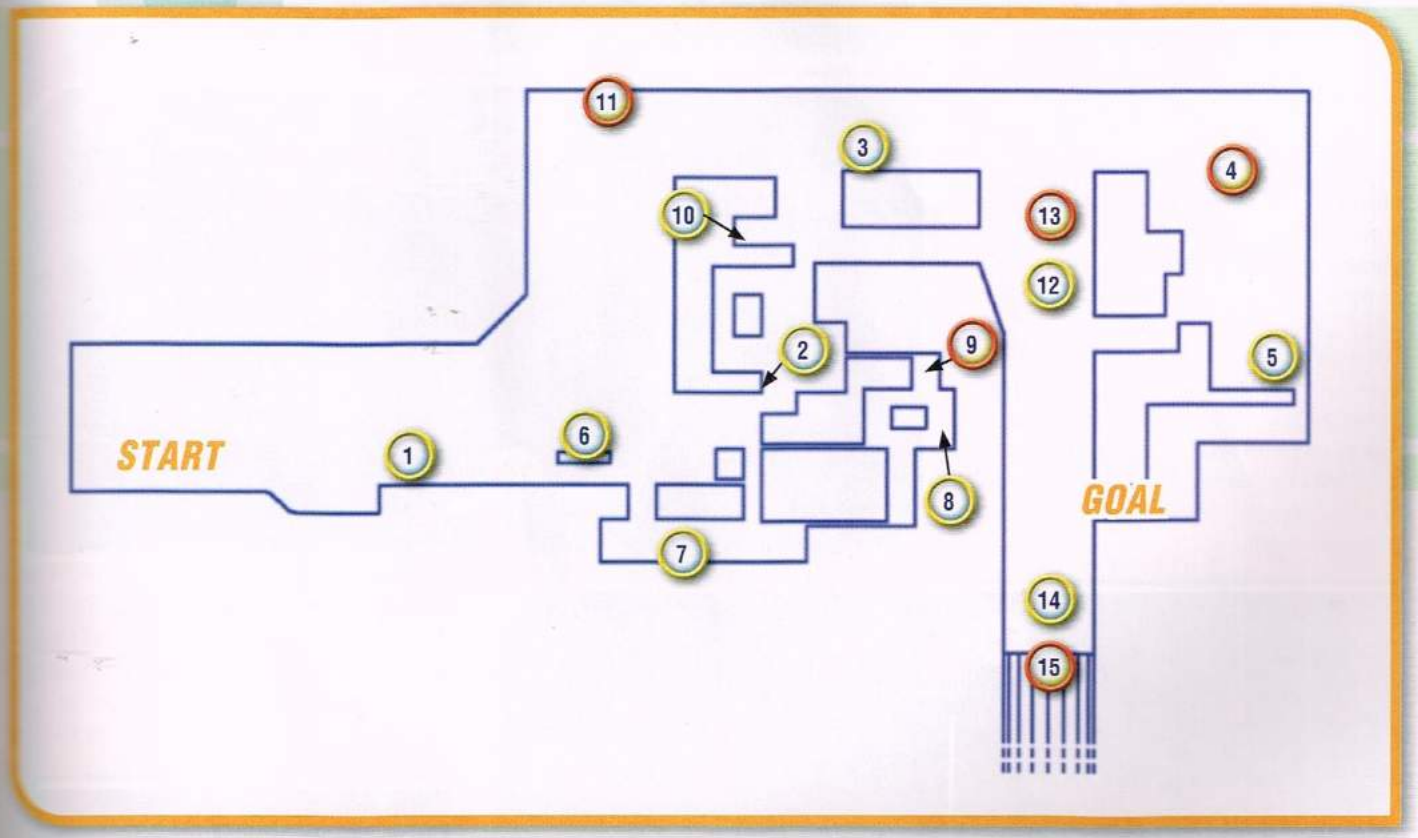
STARLIGHT CARNIVAL - ACT 2

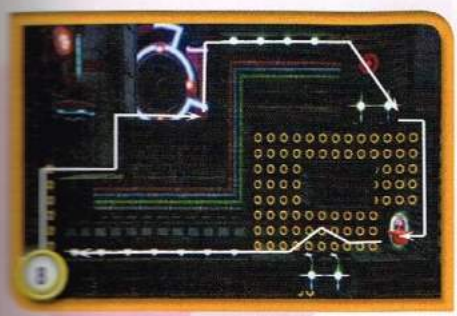




LEGEND

Special Ring





Don't dally! Roll and bounce upward then left to the Special Ring **(11)** on the ceiling, smashing two gunslinger Egg Pawns along the way. When you reach the Ring, stop exactly in that place on the ceiling and wait for the Pink Spikes form to wear off. Sonic drops (in regular form) straight through another Pink Wisp capsule.

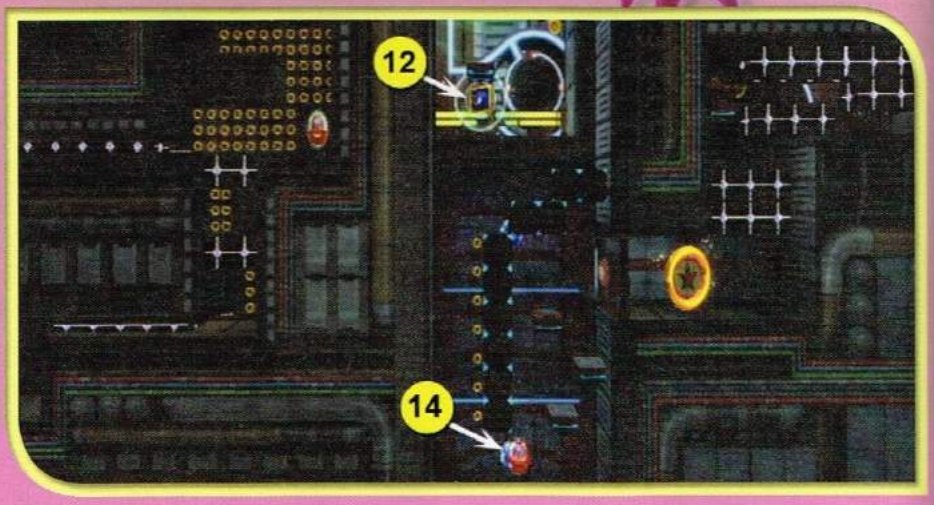
Jump over to the ledge to the right and, still in Sonic form, work your way through the block pile all the way to the ledge across from here **(4)**. Activate Pink Spikes again and leap across to the wall, then roll around and collect the Special Ring. Reverse direction and leap back across the gap. Return to the corridor across from this spot **(10)**, rolling through the door that you opened previously.

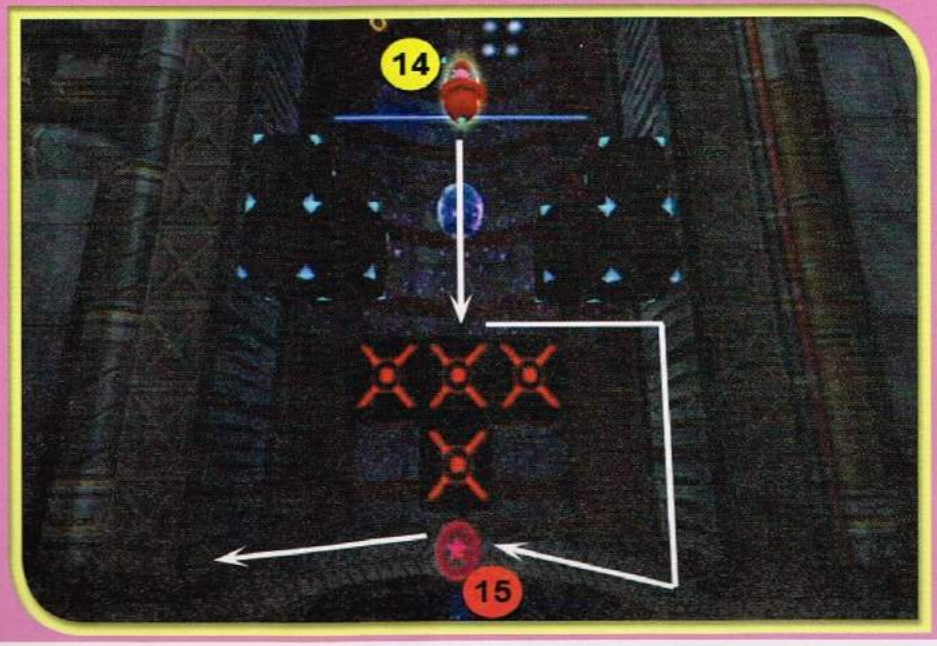
1-UP & TWO SPECIAL RINGS!

Follow the route indicated by a white arrow in our screenshot: Move down the corridor, hop over to the explosive blocks surrounding the Pink Wisp capsule **(12)**, jump back across and wait for the explosion, then go tag the capsule. Activate Pink Spikes again, hop to the wall on the right, and roll up to the Special Ring **(13)**. (You must wait until the explosive blocks detonate before collecting the Ring.) Keep rolling to another Pink Wisp capsule to the left, then detach and drop down the shaft.

Attach to the shaft's left wall and bounce through the 1-UP **(12)** when you reach it. Continue downward, rolling down the vertical stack of boxes to another Pink Wisp capsule **(14)**. This one keeps regenerating, giving you some margin for error with the next tricky maneuver.

In Pink Spikes form, drop right onto the explosive boxes that form a "T" above the Special Ring **(15)**. Roll quickly to either side and leap to attach to the shaft wall. After the boxes explode, roll down to a spot roughly equal in height to the Special Ring, then Double Jump across, through the Ring and attaching to the opposite wall.





Sonic can roll upward and bounce through the regenerating Pink Wisp capsule **(14)** to refill your color gauge. Continue rolling up toward the blue button on the small moving platform to open the door to the Goal Ring. Hop across to end the Act.

End

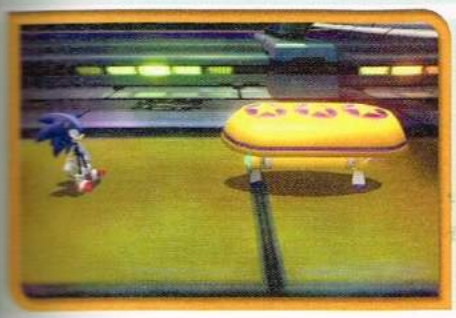
ACT 3

Mission

This is a fairly quick, straightforward mission with no Wisp capsules and only one enemy type—the electrified, indestructible Spinner. The key is to use the moving yellow Spring devices to bounce up to goodies and advance. In most cases, if Sonic falls from the Spring device he can still hop up platform steps to advance, but of course this costs you valuable seconds.

SPECIAL RING!

Jump onto the first yellow Spring **(1)**; it starts moving to the right. Continue tapping the stick lightly to the right to keep Sonic moving with the Spring. Bounce up through Rings as you go, and use the Stomp move to bounce higher for some Super Rings. Look for the Special Ring **(2)** on a ledge above. Use a Stomp-bounce to land on the ledge and collect the Ring, then continue to the end of the path and hop up onto the second yellow Springs.



SPECIAL RING!

Sonic can ride this Spring up to the next level, if you want. But there's another Special Ring nearby, so hop over to the first box on the left and crouch under the low wall **(3)**. Sprint down to the far-left end of the walkway to the yellow Spring.

Level Details

Rank	Score
S	900,000
A	650,000
B	500,000
C	300,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power

NONE

Available in This Act

N/A

Enemy Types

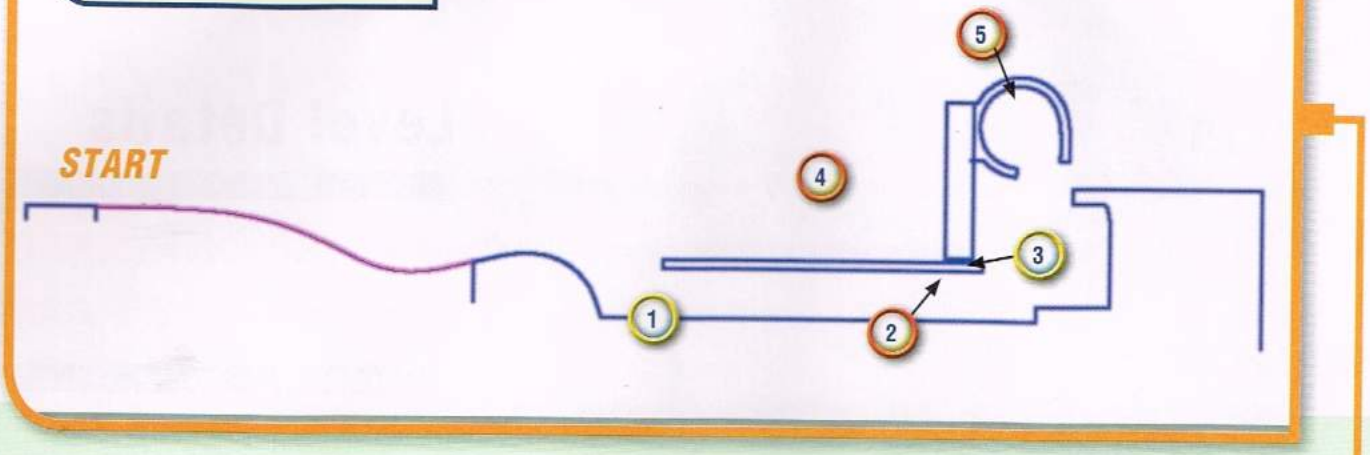
SPANNER

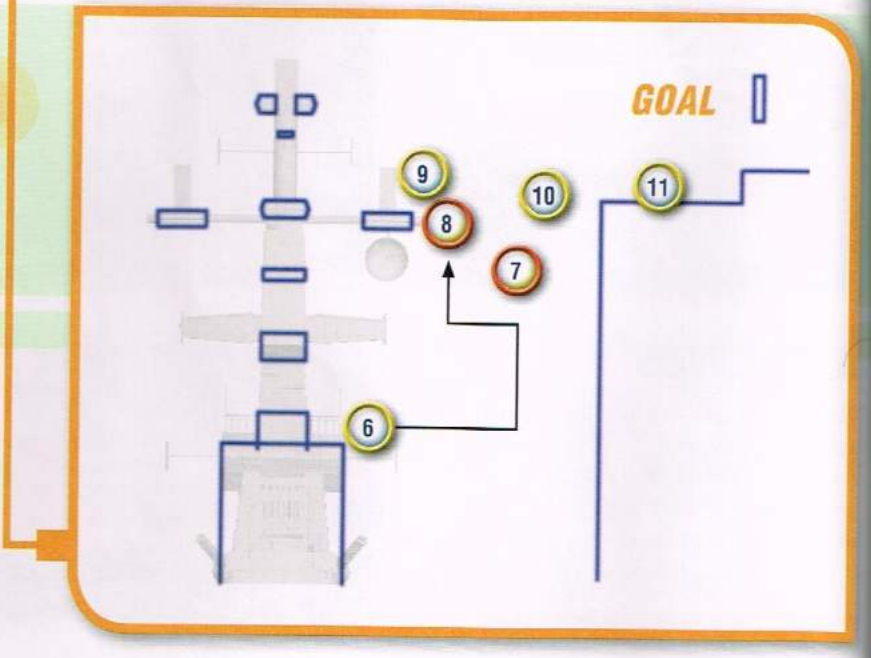
Points: N/A

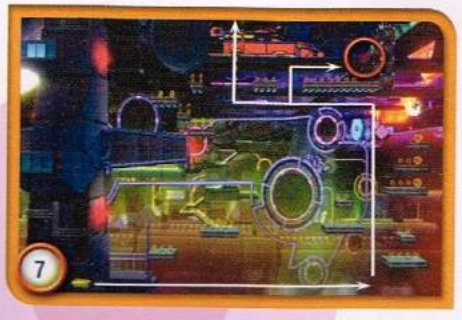
LEGEND

Special Ring

Right Road







STARLIGHT CARNIVAL - ACT 3

Hop on the Spring to activate it, then ride/bounce back along the walkway. Stomp-bounce to grab the high Super Rings. When Sonic reaches the opening in the long platform above, Stomp to bounce up through it to collect the Special Ring **(4)** directly above the opening. Hop around and scoop up Rings, too. Don't miss the three Super Rings at the right end of the platform! Then drop down and slide back under the low wall **(3)**.

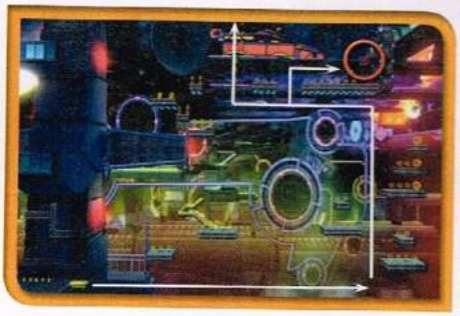
SPECIAL RING!

Hop up the series of small platforms until you reach the yellow Springs, stopped directly underneath a large looping track. Stomp-bounce up onto the Dash Panel at the bottom to shoot Sonic around the loop, scooping up Rings—including the Special Ring **(5)** at the top of the loop. Proceed through the checkpoint to the right.

The price for error gets higher as you mount the next yellow Spring that starts floating across a chasm. Bounce up onto the short platform to gather Rings, but don't miss the Spring when you come back down! A missed landing results in a lost try here. When the Spring device stops, run ahead to the next Spring **(6)**.

SPECIAL RING!

This Spring eventually takes Sonic all the way to the Goal Ring, but it's a circuitous route. On the way, Sonic can bounce onto platforms to get Super Rings, at one point moving horizontally left under a platform with a Special Ring **(7)**; you must Stomp-bounce up onto the platform, run and jump to nab the Special Ring, then quickly hustle back to the moving Spring before it gets too far away.



SPECIAL RING & 1-UP!

Keep bouncing on the Spring device as it goes vertical again, straight up to another Special Ring **(8)**. Careful, though! Bouncing too high through the Special Ring causes Sonic to hit the electrified Spinner that hovers directly above it. As the Spring device moves horizontally to the right, you can hop up the platform steps to the 1-UP **(9)**. Double Jump across to the platform with three Super Rings, then drop back down onto the moving Spring device.

You're almost done, but a hazard awaits. While bouncing on the Spring moving to the right, one last electrified Spinner hovers right in your jumping path. As Sonic gets close, Stomp to bounce up high over the Spinner and land on the other side. (You can claim a Super Ring hovering over the Spinner during this bounce.) Ride the Spring device underneath the Goal Ring **(11)**, then use one more Stomp to bounce high into the Ring.

ACT 4

Mission

Your big nemesis in this mission is a green floating turret that fires energy blasts. The turrets are spread across the level, but each one shoots a series of blasts in a simple repeating sequence that you can observe and then time to get past it.

Level Details

Rank	Score
S	1,100,000
A	850,000
B	700,000
C	350,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

PURPLE FRENZY

Available in This Act

After you clear Asteroid Coaster: Act 1

Enemy Types

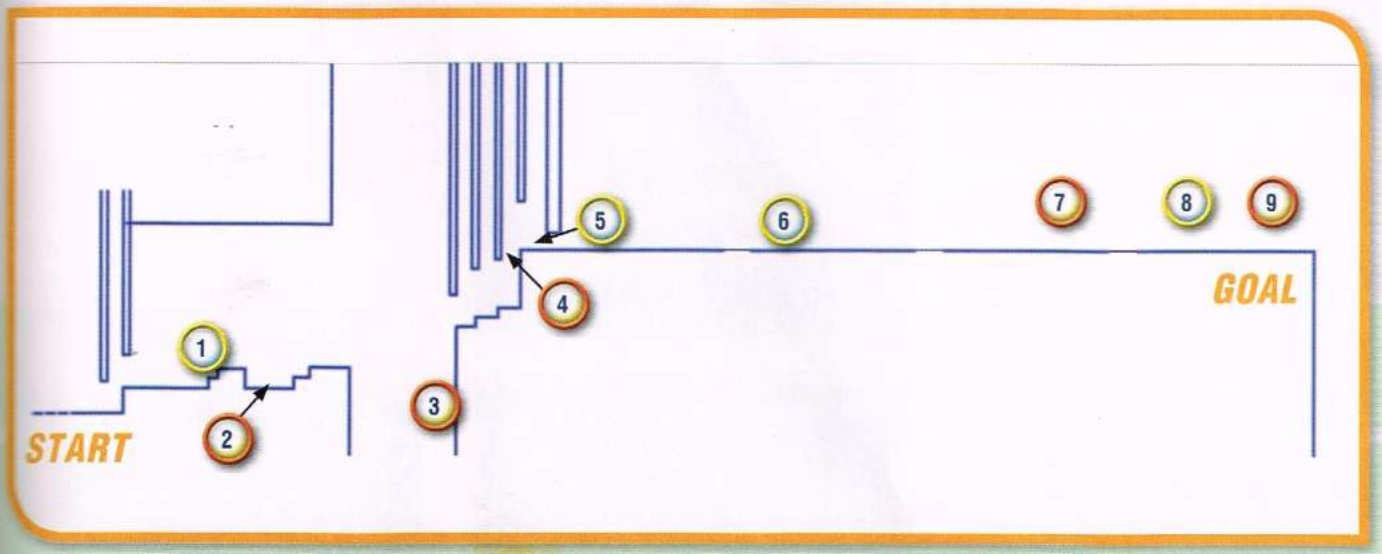
EGG PAWNS

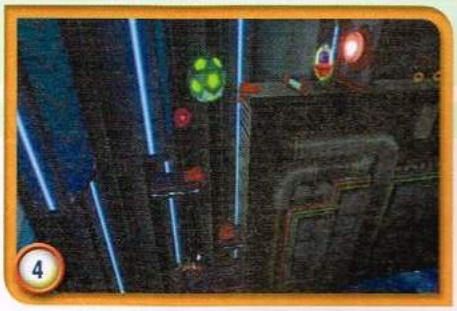
Points: 1,000

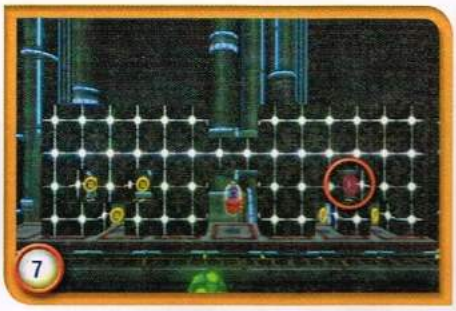
STARLIGHT CARNIVAL - ACT 4

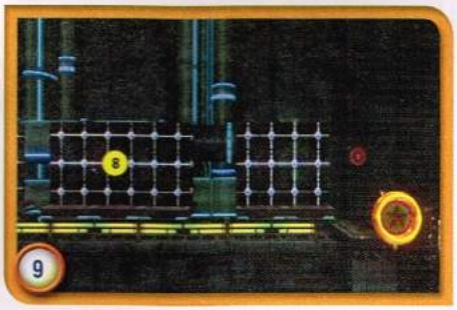
LEGEND

Special Ring



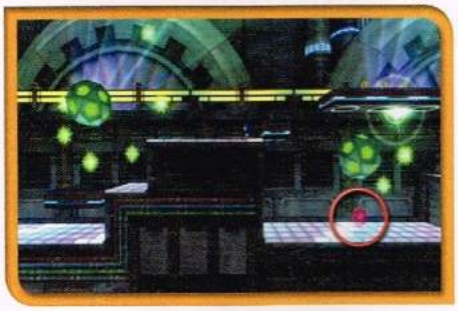






THREE SPECIAL RINGS!

There are three Special Rings to collect in the opening seconds of this Act. The first turret **(1)** is easy to get past. The first Special Ring **(2)** is directly underneath the second turret. Nail the Egg Pawns just beyond it, then time your run past the third and fourth turrets.



Just past the fourth turret is a platform with a winch. Drop off its right side through a line of Rings to find a Special Ring **(3)** on a platform below. After collecting it, the winch handle conveniently lowers. Grab it to ride back up. Be ready! Sonic arrives to a flurry of energy blasts from the turrets. Hop quickly up to the right and nail the Egg Pawns on the terraces.

Now it gets tricky. A trio of winches provides transport up a shaft that rises to yet another Special Ring **(4)**. But another turret hovers directly above this Ring, spewing blasts double-time and making approach difficult. You must work your way to the spot directly underneath the Special Ring, then make a single Jump up to get the Ring. Don't try a Double Jump! Doing so will trigger the lock-on cursor on the third winch and then zap to grab it. Once the third winch pulls Sonic up to the next level, you can't go back! After collecting the Ring, quickly target the third winch handle to whip Sonic up through the checkpoint on the next level.

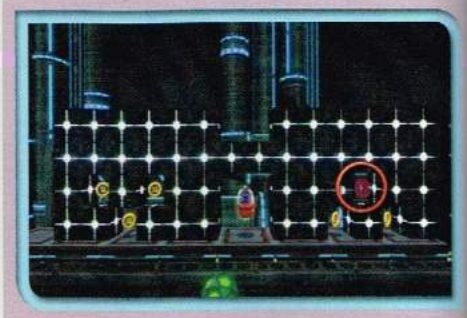
Here Sonic runs through a Purple Wisp capsule and a door with a glowing Eggman icon on the latch. If this is a replay after you've unlocked Purple Frenzy by completing Asteroid Coaster, Act 1, read our **special color section**. If not, simply work your way down the last, long corridor to the Goal Ring. On the way you must nail a few Egg Pawns and dodge energy blasts from a battery of three green turrets. You can't reach either of the final two Special Rings without Purple power at your disposal.

PURPLE FRENZY ONLY!

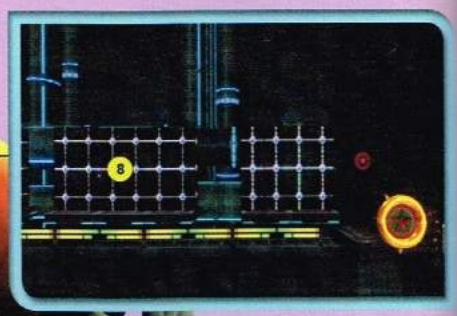
TWO SPECIAL RINGS & 1-UP!

After releasing the first Purple Wisp capsule **(5)**, proceed past the first flashing light-square to the raised platform. Jump up and nail the first Egg Pawn on the platform, then activate Purple Frenzy. From this point on, simply chomp your way across the series of six raised platforms to the Goal Ring. Do it in a single attack: devour more Purple Wisp capsules en route to keep the frenzy going, and gobble other special goodies as you go.

The second raised platform features a Purple Wisp capsule. Chew through the stack on the third platform to collect some Super Rings, another Purple Wisp capsule, and a Special Ring **(7)**.



The fourth platform holds another Purple Wisp capsule surrounded by hapless Egg Pawns. The fifth platform, a smaller one, features a hidden prize: a 1-UP **(8)** locked inside the blocks. You can't see it, but look closely and you'll see its sparkle emanating from the center of the stack. Chomp straight through the stack on the sixth and final platform to collect the last Special Ring **(9)**, then drop onto the Goal Ring.



ACT 5

Mission

This is a huge mission that introduces the Green Hover form and takes Sonic up two separate towering structures. Sonic starts out speeding down a light-road **(1)**. Two Egg Chasers suddenly drop in and fire laser blasts as they fly backward down the road. You can't attack them, so don't waste your Boost trying to catch up; focus on using Quick Step side to side to snatch Rings and White Wisp capsules along the route. Note that an Egg Chaser's arms rotate just before it shoots, so use this cue to move out of the line of fire. Step into the road's dead center whenever both Egg Chasers flip their arms—they won't shoot up the middle.

Level Details

Rank	Score
S	2,000,000
A	1,500,000
B	1,250,000
C	950,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
GREEN HOVER
Available in This Act
Always

Wisp Power
PINK SPIKES
Available in This Act
After you clear Planet Wisp: Act 1

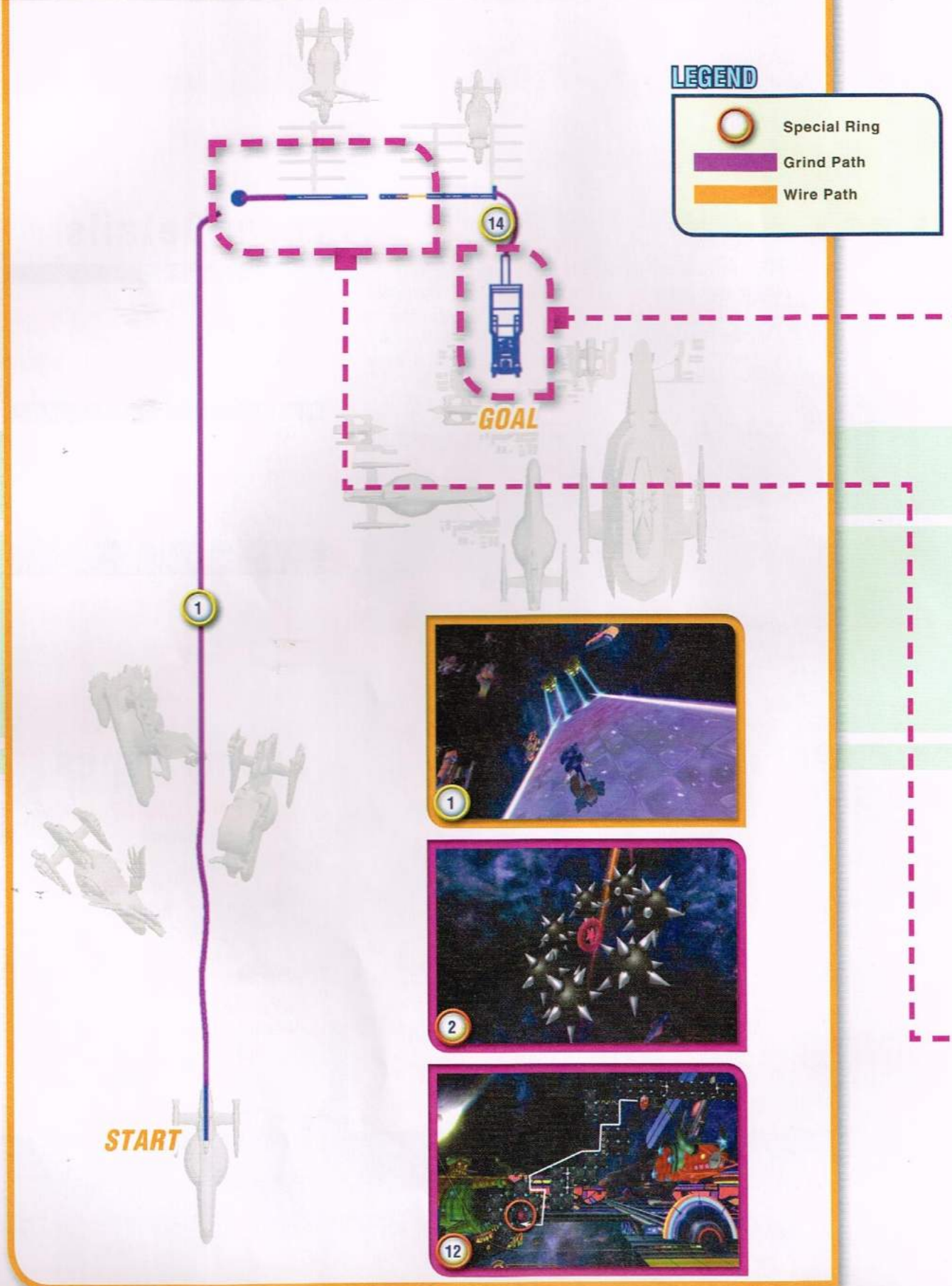
Enemy Types

EGG CHASER
Points: N/A

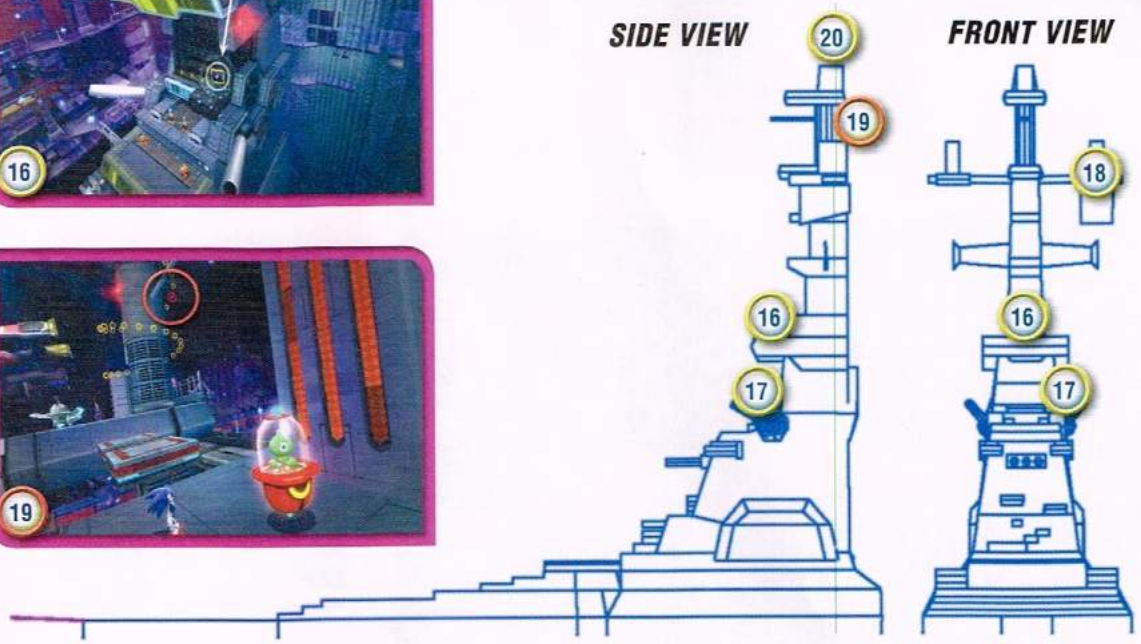
EGG PAWNS
Points: 1,000

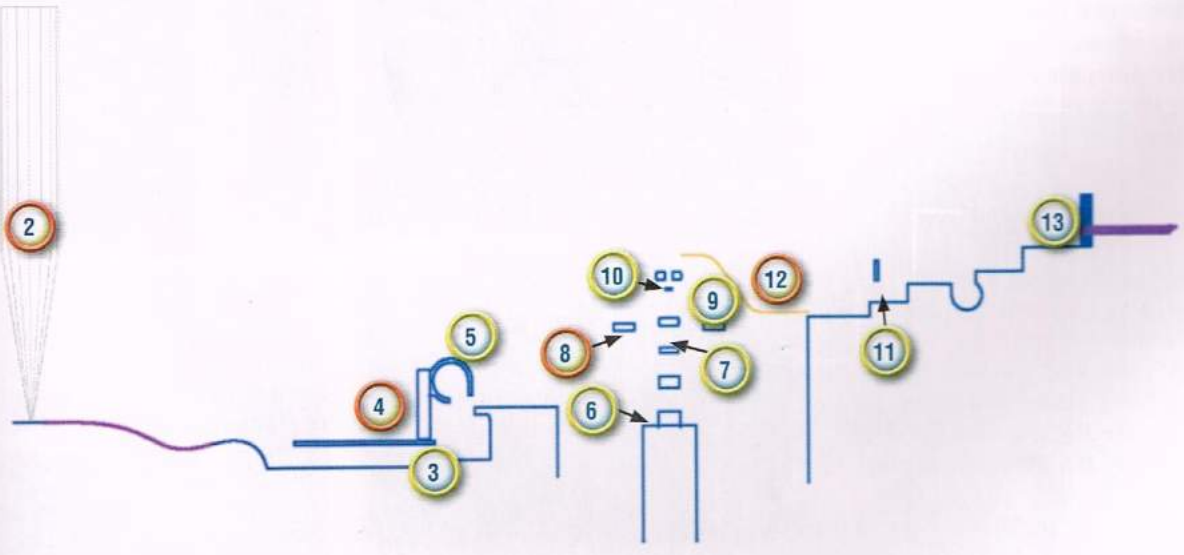
SPINNER (METAL)
Points: N/A

SPINY
Points: 1,000


LEGEND
Special Ring
Grind Path
Wire Path
14
GOAL
1
START
1
2
12

STARLIGHT CARNIVAL - ACT 5





GREEN HOVER!

Starlight Carnival, Act 5 introduces Green Color Power. Once you complete this mission, Green Wisps occupy all Green Wisp capsules, including those you find during replays of earlier stages.

SPECIAL RING!

When the light-road ends, the Egg Chasers zoom off and Sonic starts a graceful dive. Use the control stick to maneuver the fall through a Wisp Capsule and, even better, a Special Ring **(2)**. Careful, though—both items are surrounded by a circle of dangerous spiky mines. Land on the Dash Panel in the middle of the landing platform below.

The Dash Panel shoots Sonic into a Spring that propels him down a pathway lined with Egg Pawns in groups of three. Unleash your Homing Attack on them. The third group of pawns is deployed underneath a floating stack of blocks with a Pink Wisp capsule **(3)**. Your Homing Attack on the first pawn bounced Sonic up to the capsule.

If this is a replay after you've unlocked Pink Color Power by completing Planet Wisp, Act 1, the capsule is full of Pink Wisps; read our **special color section** on this page. If not, continue to the right, slamming Egg Pawns until you reach the Spring. Use the Spring to bounce clear up to the track loop **(5)** that flings Sonic over to Egg Pawns guarding the next checkpoint.

PINK SPIKES ONLY!

After collecting the Pink Wisp capsule **(3)**, hop to the top of the stack and activate the Pink Spikes. Attach to the ceiling and start rolling to the left. Roll through another Pink Wisp capsule at the ceiling's opposite end, then up to the next level. Bounce up onto the blocks above and start working your way over to the Special Ring **(4)** up high on the right. (This location is circled in our screenshot below). Remember that blue-lit blocks are indestructible, but Pink Spikes can smash the white-lit blocks.

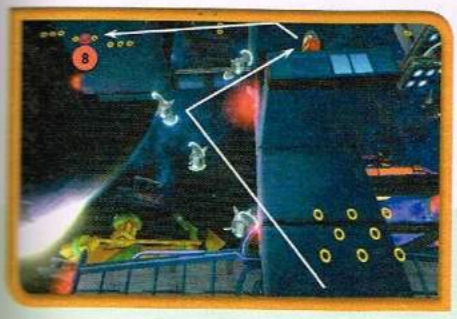
After collecting the Special Ring, drop to the walkway below and duck under the low wall to the right. Now you can use a Spring to bounce up to the next level, smash through the line of Egg Pawns, and then run through the checkpoint to the Ramp.

The Ramp shoots Sonic across a wide chasm to a Green Wisp capsule at the base of a tall communications tower. Your next task is to float and bounce up to the top of the tower, where there are two ways to transport across to the next section.

STARLIGHT CARNIVAL - ACT 5

SPECIAL RING!

Activate Green Hover and float up underneath the first Spinner, then veer over to the platform on the right. (Remember to use Ring Dash to speed the Green Hover form through lines of Rings.) Use Homing Attacks on the four indestructible metal Spinners to bounce up to the Green Wisp capsule **(7)** on the next platform directly above. Then use Green Hover to float left and Ring Dash through the Special Ring **(8)**. (Watch out for the Spiny dropping mines!) Afterwards, float around and land atop the platform above.



Here's where you can take one of two ways to reach the next section:

Option 1: Hop horizontally to the right across two platforms to the blue button **(9)**. (You can Stomp on the Spiny en route for a quick 1,000 points.) Step on it to spawn a Green Wisp capsule and a line of Rings leading rightward to the next platform.

Option 2: Use Homing Attacks to bounce up to the small lift **(10)** just beneath the tower's top platform. Ride it up to the top and jump up into the Rainbow Ring. This propels Sonic to the zip-line handle, setting up an automatic ride down the wire down to the next section.

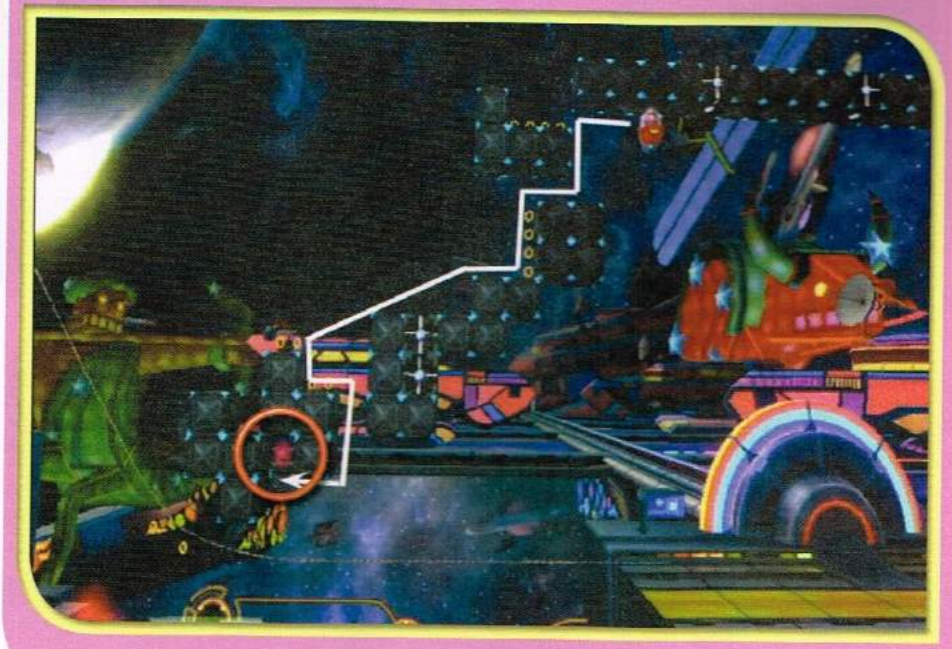
Both path lead to a Pink Wisp capsule **(11)**. If this is a replay after you've unlocked Pink power, read on. If not, skip over the following **special color section.**

PINK SPIKES ONLY!

SPECIAL RING!

Activate Pink Spikes and jump up to the blocks above. Roll and jump along the horizontal row of blocks to your first objective, another Pink Wisp capsule (circled in our screenshot). Remember that blocks marked with a glowing white cross are destructible, so you may need to leap over them to avoid blasting a gap in the row and reversing Sonic's direction.

With the Pink Spikes gauge refilled, roll and bounce quickly down to the Special Ring **(12)**. Because of gaps in the path, there are several possible routes, but we recommend moving across the top of blocks so you can jump to move faster. After nabbing the Special Ring, quickly roll around so that Sonic is on the top side. This way, if the Pink Spikes wears off, you won't fall and lose a try. You can just hop back up the stack until Sonic can drop down safely onto the platform below.



Wall Jump up from the Pink Wisp capsule to the next plateau, then work your way up ledges and through a pair of track loops **(13)** until Sonic runs across a light-bridge **(14)** to the deck of a huge ship. Its tall tower, bristling with guns, looms up ahead.

Eliminate the seven horn-blowing Egg Pawns **(15)** on the main deck to spawn a Green Wisp capsule, plus a long line of Rings that curves up toward the tower. Activate Green Hover and use Ring Dash to speed along the Ring line a platform **(16)** about halfway up the tower. Wipe out the Egg Pawns posted there to spawn a regenerating Green Wisp capsule. Use Green Hover to float down to the 1-UP floating just below and to the right.

Now start working your way methodically to the top of the tower. Attack Spinners to bounce upward; eliminate Egg Pawns to spawn Green Wisp capsules that you can use to hover to higher platforms. One capsule **(18)** also spawns with a new trail of Rings that spirals around the tower; if you activate Green Hover and use Ring Dash to follow this spiral trail, you also collect an unseen Special Ring **(19)** (circled in our screenshot below) hidden behind the tower, then continue right on up through a Rainbow Ring **(20)** at the top.

If Green Hover expires before you can float to the nearby Goal Ring, Sonic drops down onto the Rainbow Ring, which can be used to bounce right into the Goal Ring to end the Act.

ACT 6

Mission

This Act challenges your ability to maneuver in the sometimes tricky Green Hover form, and to use its Ring Dash to speed through lines of Rings. You start underneath a Green Wisp capsule on a walkway **(1)**. Jump into the capsule. To your left is a platform at the base of a familiar-looking tower structure. Both a Special Ring **(2)** and a 1-UP **(3)** float tantalizingly close just below. Of course, reaching these special goodies is more challenging than it might seem at first.

Level Details

Rank	Score
S	900,000
A	600,000
B	500,000
C	350,000

Stage Length	Very Short
Time Over	2:30
Starting Points / Points Deducted Per Second	150,000 / 1,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5 or more	0

Wisp Powers Available

Wisp Power

GREEN HOVER

Available in This Act

Always

Enemy Types

SPINNER (METAL)

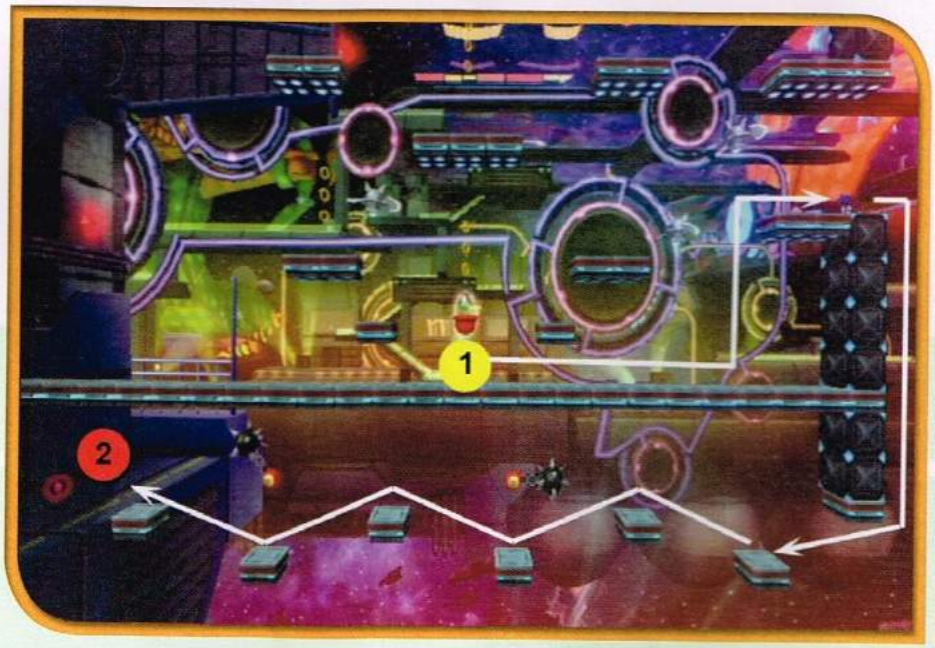
Points: N/A

SPINY

Points: 1,000

SPECIAL RING!

Go after the Special Ring first, if you want it. This route requires some precision jumps. After tagging the Green Wisp capsule **(1)**, take the walkway until Sonic is just past the Spinner overhead. Activate Green Hover up to the platform with another Green Wisp capsule. In Sonic form, drop off the ledge to the right, but quickly activate Green Hover as Sonic nears the bottom of the vertical column of blocks. Float left underneath the column and move across as many of the small platforms as possible before Green Hover expires. Watch out for the twirling spiky mines en route! Hop very carefully across the remaining platforms to the Special Ring **(2)**.



Collecting the Special Ring spawns a Green Wisp capsule. Hop back across the small platforms—again, avoid those spiky mines—until you reach the rightmost one. Activate Green Hover and float up to the top of the vertical block column. Drop back down to the walkway below and run left past the tower base.

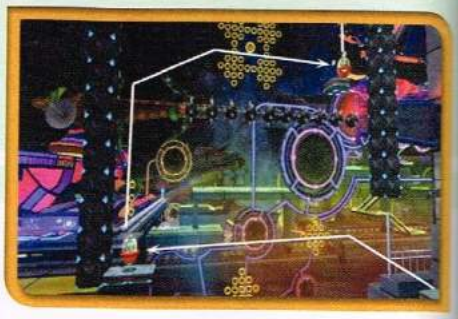
1-UP!

The 1-UP **(3)** is much easier to get. After tagging the Green Wisp capsule on the walkway leading left from the tower base, wait until the first spiky mine below rotates just past the walkway's edge, then drop down in Green Hover form and float underneath the second spiky mine to the 1-UP.

Collecting the 1-UP spawns a Green Wisp capsule. Use Green Hover to float past the mines back up to the capsule on the walkway.

SPECIAL RING!

Now Sonic can hover up the left side of the tower through an obstacle course of spiky mines to a Special Ring **(4)** floating about two-thirds of the way up the structure. From the walkway above **(3)**, activate Green Hover and zigzag back and forth through a series of three more Green Wisp capsules. Be sure to Ring Dash through the clusters of Rings en route to speed up and conserve Green power. When Sonic finally reaches the Special Ring, dash through it and land on the tower platform to the right.

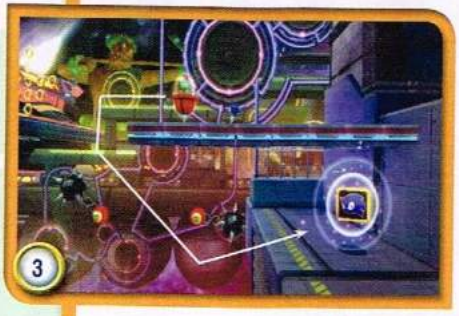


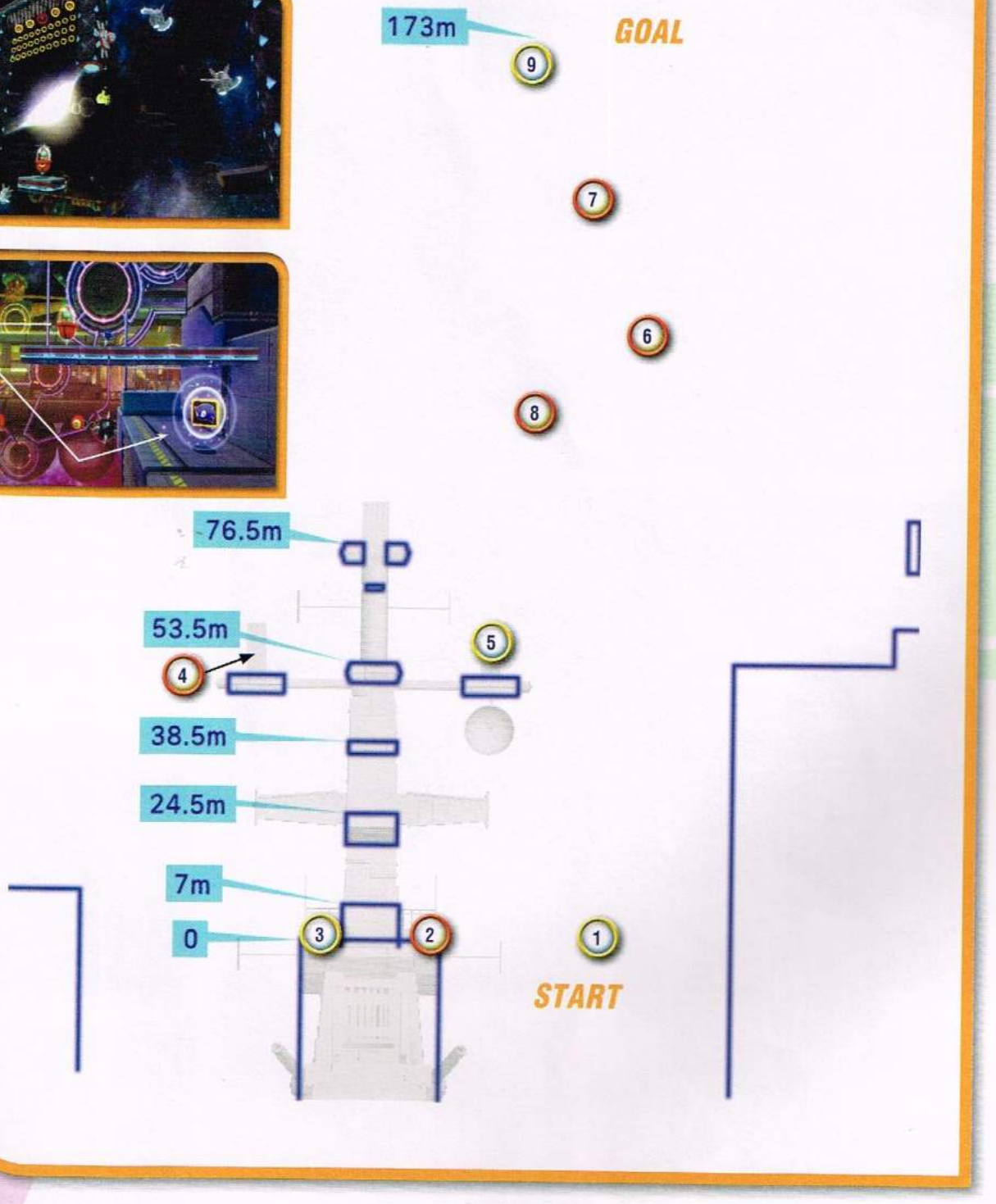
Attack Spinners to bounce across to the rightmost tower platform **(5)**. From here, start working vertically through a maze of platforms, Spinners, spike panels, and Spinys spewing mines to reach the Goal Ring high above the tower. Three Special Rings are on the route up, but two of those **(6 & 7)** are button-activated—you must find and press blue buttons to reveal the Rings. The third one **(8)** is difficult to reach.

STARLIGHT CARNIVAL - ACT 6

LEGEND

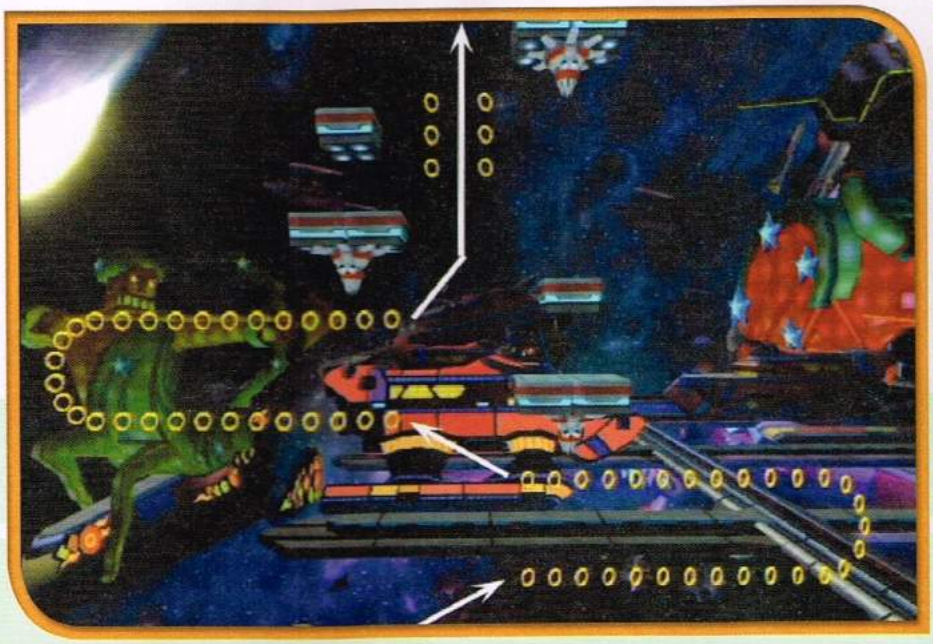
Special Ring





SPECIAL RING! (BUTTON ACTIVATED)

From the tower platform **(5)**, hop up small ledges to the Green Wisp capsule to the right. Activate Green Hover and Ring Dash upward, then through two curving lines of Rings. Keep ascending as far as you can hover; try to reach the platform with the blue button. It's just beneath the next Green Wisp capsule. Jump up to get the Green Wisps, then hop back down.



Touch the blue button to activate a long, curving line of Rings. Activate Green Hover and use Ring Dash to follow the curving trail of Rings all the way through a Special Ring **(6)**, then up to another regenerating Green Wisp capsule just below another blue button.

SPECIAL RING! (BUTTON ACTIVATED)

This next blue button (circled in our screenshot below) faces down, and is guarded by an annoying, mine-spitting Spiny. Use Green Hover to bump the button, then float left and up to the newly-revealed Special Ring **(7)**. Careful! It's nestled against painful spikes just above it. Drop back down over the Green Wisp capsule's platform so that Sonic lands safely after Green Hover wears off.

STARLIGHT CARNIVAL - ACT 6

SPECIAL RING!

Now comes a roundabout trip for the final, hard-to-reach Special Ring **(8)**. Collect the Green Wisp capsule, but don't activate Green Hover yet. First, face the Spinner off to the right. Then use Homing Attacks to bounce up the three Spinners until you reach the platform to the left.

Now you can go to the Green Wisp capsule and use the Green Hover form to work your way up the shaft (see our screenshot below). Float up to the platform indicated, then use Homing Attacks on two sets of Spinners (nabbing the Green Wisp capsule on the way) to get back up to where you started. Activate Green Hover and use Ring Dash through the three diamond-shaped Ring clusters.

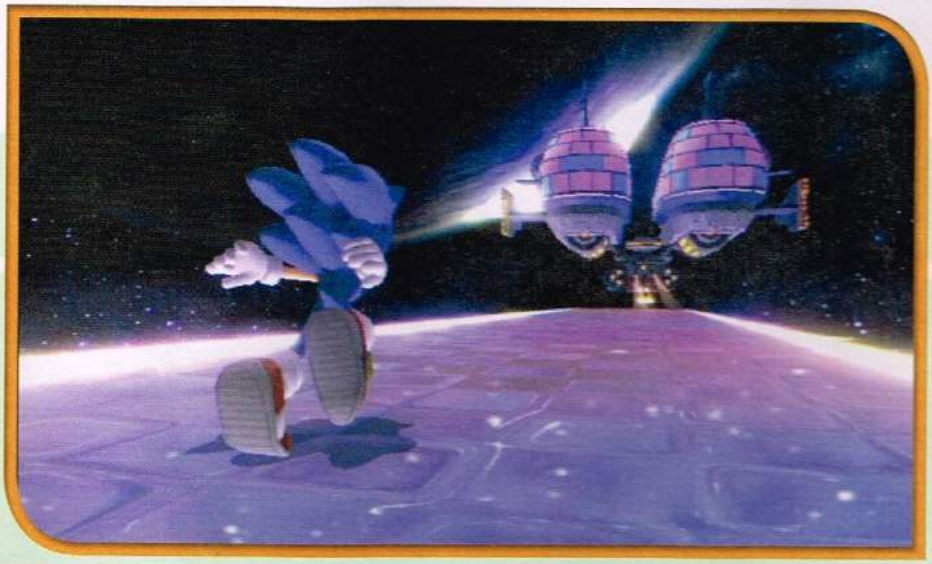
When Green Hover expires, unleash Homing Attacks to bounce up the last few Spinners and into the Goal Ring **(9)**.

Drop off the two successive ledges to the left. You end up on a bridge of white destructible blocks. Use Green Hover here to float up to the Special Ring **(8)**. Drop back down and use Stomp to smash through the white blocks.

BOSS

Mission

This boss fight is a high-speed chase down a light-road with the perspective shifting back and forth from 3D (camera behind Sonic) to 2D (side view). As the Act opens a massive warship, the Frigate *Orcan*, drops down in front of Sonic and starts shooting as it leads you up the road.



Level Details

Rank	Score
S	2,400,000
A	2,000,000
B	1,650,000
C	1,250,000

Stage Length	Boss-only
Time Over	5:30
Starting Points / Points Deducted Per Second	800,000 / 2,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	1,000,000
1	750,000
2	650,000
3	200,000
4	100,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

CYAN LASER

Available in This Act

Always

Boss

FRIGATE: ORCAN

Points: 100,000 for the *Orcan's* final destruction

100,000 for each of the 7 ship parts that can be destroyed using Homing Attack or Cyan Laser

STARLIGHT CARNIVAL - BOSS

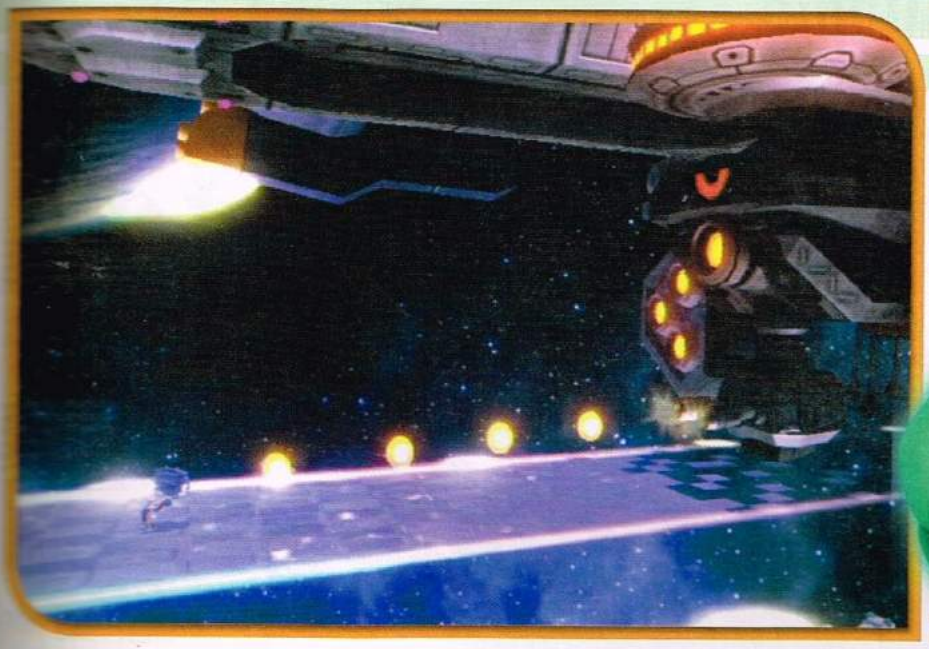
Your job in each sequence is to get close enough to the *Orcan* to unleash quick Homing Attacks on its vulnerable points (marked by lock-on cursors when you jump) and smash off six separate sections of the vessel, each worth 100,000 points. You get another 100,000 when you finally destroy the *Orcan*.

3D VIEW

As you give chase in 3D view (camera behind Sonic), you must Quick Step side to side to avoid the *Orcan's* gunfire. You can also scoop up items (like, Rings and Wisp Capsules) lining the route. Watch for crates of goodies dropped by the *Orcan*, as well. Beware of the occasional spiky mine, however! Use the Boost provided by White Wisp capsules to close the gap quickly for your attacks on the ship.

2D VIEW

After a while, the view shifts to the side and the *Orcan* starts firing energy orbs. If you've acquired a Cyan Wisp capsule, unleash the Cyan Laser for a quick strike! (The laser only works in the 2D view.) If not, then speed up, slow down, or hop to avoid the *Orcan's* deadly blasts. Watch for more items dropped from the ship: some good, some not so good. When Sonic gets close, launch Homing Attacks again.



Each time you inflict enough damage and the camera view shifts again, the next sequence is tougher: faster fire from the *Orcan*, more dangerous items dropped in Sonic's path, and so forth. Each time you land a series of blows, the ship disintegrates a bit more, losing parts.

NEW AREAS UNLOCKED!

Three new theme parks open up after you defeat both the Frigate Orcan (the Starlight Carnival boss) and Captain Jelly (the Sweet Mountain boss): Planet Wisp, Aquarium Park, and Asteroid Coaster. You can play them in any order, or you can jump amongst the three parks.

However, we suggest that you play Planet Wisp, Act 1 first to unlock the Pink Spikes form, then jump over to Asteroid Coaster, Act 1 to unlock Purple Frenzy. Once you've done that, you'll have all seven Wisp Color Powers available for use.

This lets you play through the remaining parks in any order you want without needing replays to fully explore each Act. You can also go back to replay earlier Acts to explore previously inaccessible areas.

SWEET MOUNTAIN

ACT 1

Mission

The best thing about this level is the multiple 1-UPs stashed around the area. The first time you play this Act you're introduced to the Yellow Color Power, the Yellow Drill form. This power lets Sonic drill through "diggable" earth. Begin by sprinting down a long track leading to a launch tube that fires rocket after candy-filled rocket. Jump off the left side **(1)** and use a Homing Attack to hit the Spring, then bounce up to tag the Cyan Wisp capsule (circled in our shot here).

YELLOW DRILL!

Sweet Mountain, Act 1 introduces the Yellow Color Power. After completing this mission, Yellow Wisps occupy any Yellow Wisp capsule you encounter, including those found during replays of earlier stages.

Level Details

Rank	Score
S	1,350,000
A	1,000,000
B	800,000
C	550,000

Stage Length	Medium
Time Over	6:28
Starting Points / Points Deducted Per Second	465,000 / 1,200

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	450,000
1	337,500
2	292,500
3	90,000
4	45,000
5 or more	0

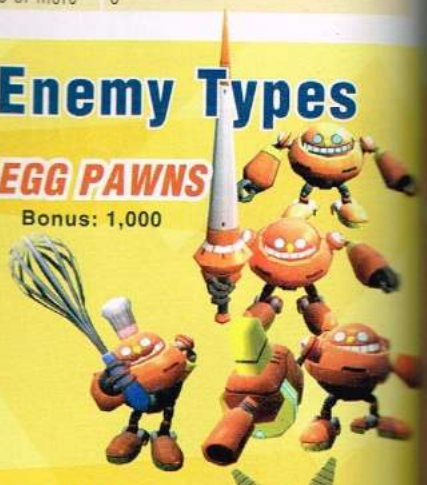
Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

Wisp Power
YELLOW DRILL
Available in This Act
Always

Enemy Types



EGG PAWNS
Bonus: 1,000

SPINNER
Bonus: 500

BUZZER
Points: 1,500

SWEET MOUNTAIN - ACT 1

SPECIAL RING!

Hop up to the platform and face the sparkling optical cable. Activate the Cyan Laser and zap along the zigzagging cable, vaporizing Egg Pawns. The laser shoots Sonic toward a loop. Before continuing through the loop, turn around and hop down some ledges to find a Special Ring **(2)**. (See the red circle in our screenshot below for exact location.)

After zooming through the loop and across the gap, use the Drift control shown onscreen to speed around the wide curve **(3)** without slowing much. Keep going until you hop up platforms to the diggable earth where the ground looks like a layer cake below. Be ready for the wasp-like Buzzers **(4)** hovering above the top layer. Nail them with Homing Attacks, then hit the Yellow Wisp capsule.

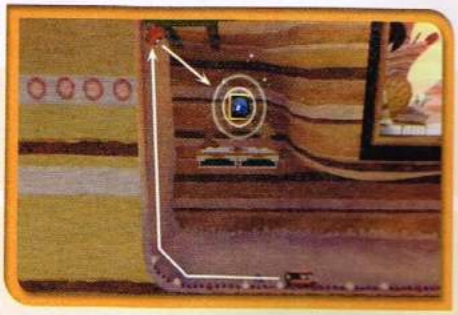
WATCH OUT FOR SHOOTERS

Two new enemies on this level—flying Buzzers and Egg Pawns armed with blasters—can fire projectiles at Sonic from afar. The pawns with pistols can hit you from quite a distance!

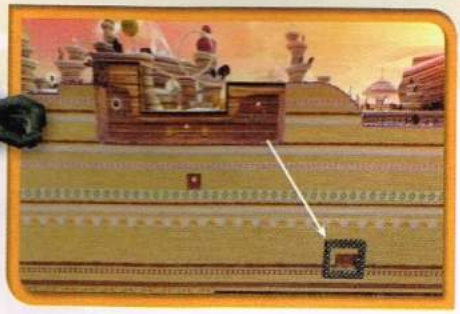
3 1-UPS & SPECIAL RING!

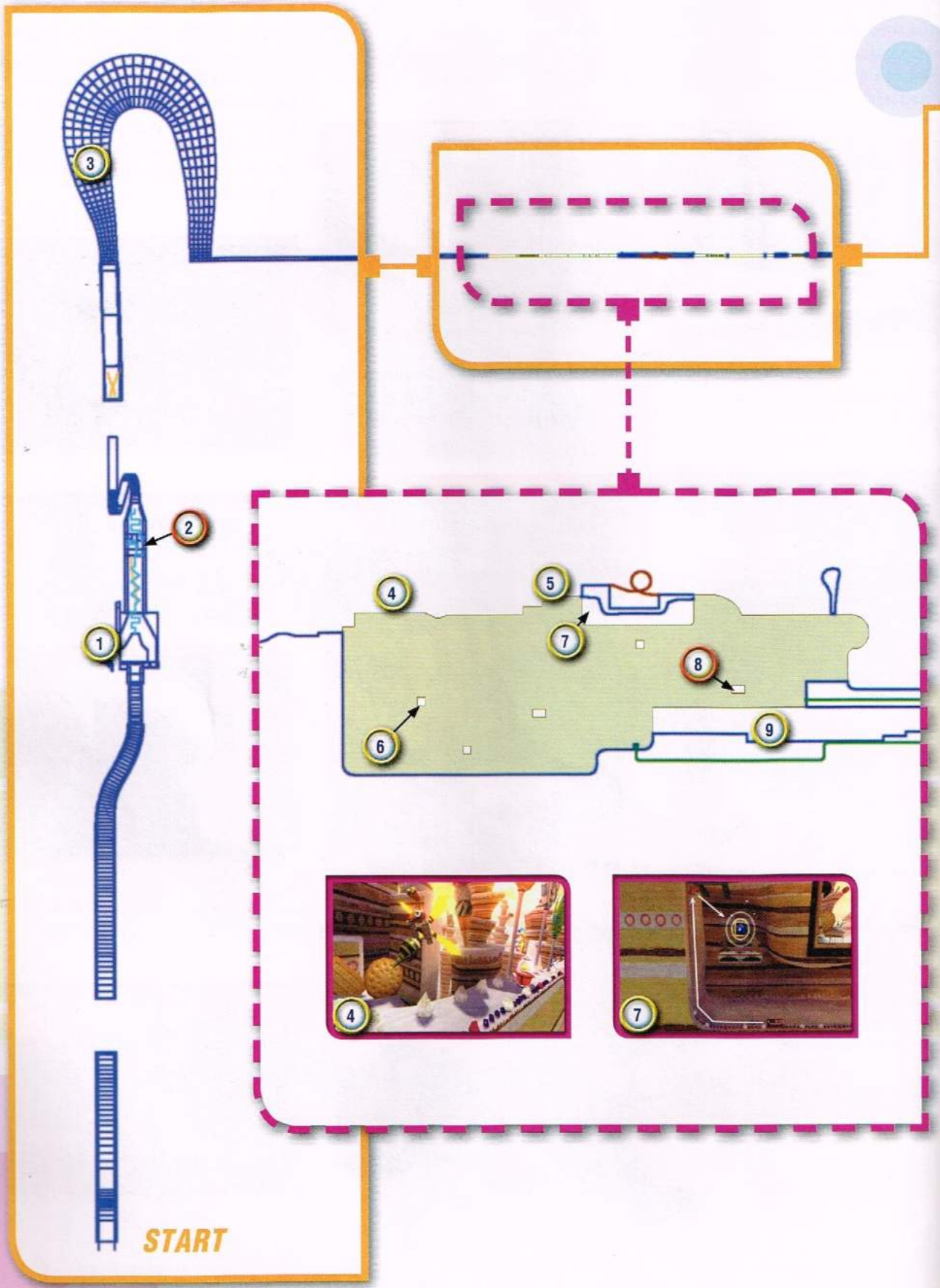
There are three, count 'em, *three* 1-UPs nearby, so mine that motherlode of extra tries. One is just up ahead on a floating platform **(5)** guarded by a nearby Buzzer firing orbs. Another is buried in an underground chamber **(6)** below: activate the Yellow Drill and dig down through the soft, cake-like earth to find it. You can also collect more Rings and a Wisp capsule down there.

Drill back up toward the surface so that Sonic emerges in the enclosed room **(7)** with the third 1-UP. Use the Dash Panel with a quick Boost to zoom up into the Spring on the ceiling, which propels Sonic right into the 1-UP. Then tag the nearby Yellow Wisp capsule and move to the rightmost wall of the room.



Drill down at a slight angle to the right to find the Special Ring **(8)** buried in another underground chamber.




3
2
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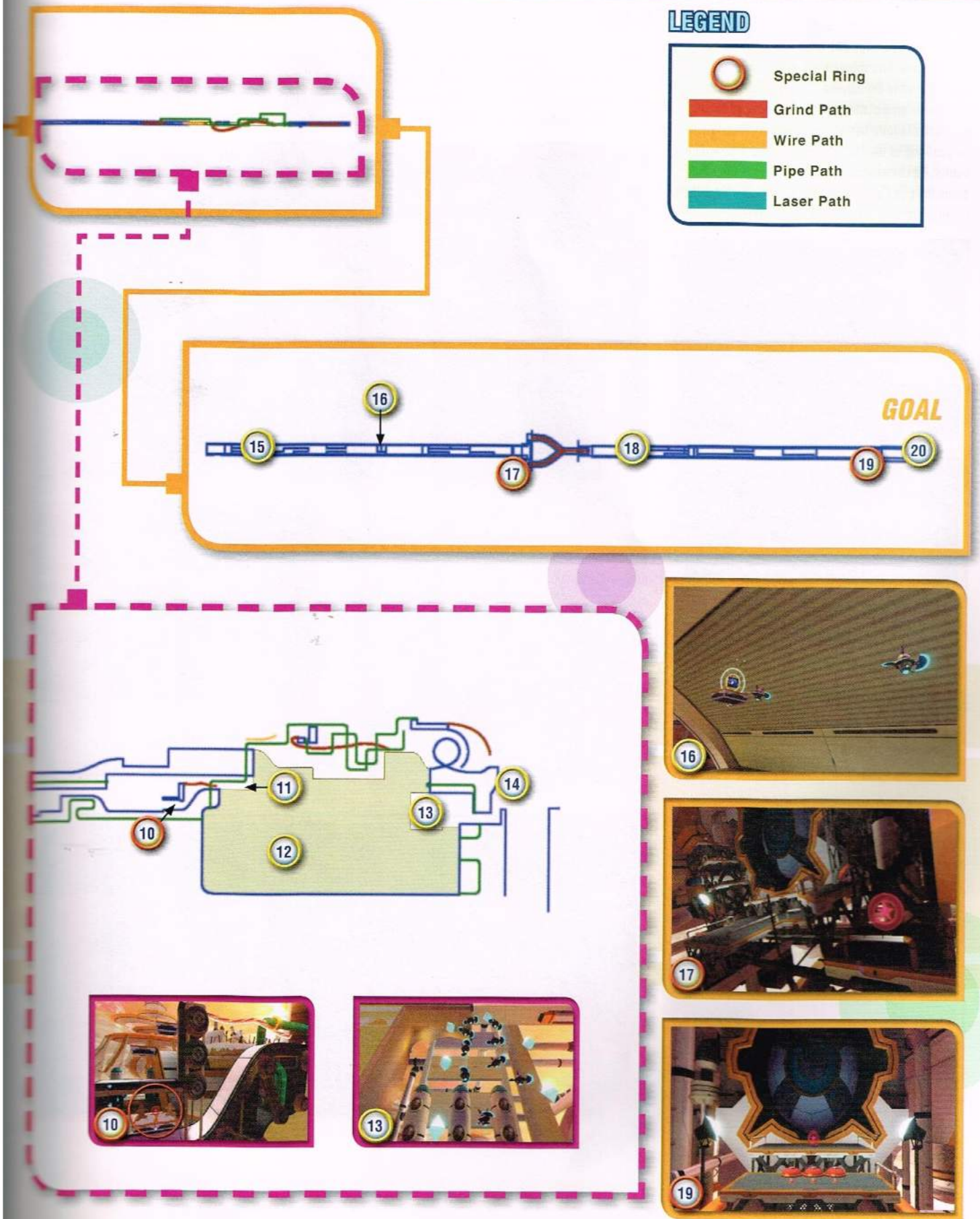
7
START

SWEET MOUNTAIN - ACT 1



If you drill down too far, Sonic can drop into an underground passage **(9)** lined with Egg Pawns armed with blasters. The shooters are on the far side the room (opposite the camera), out of reach. But each one stands on a platform hovering above spikes, and each platform has a corresponding blue button on your end of the room. When you hop onto a blue button, its corresponding platform across the room drops the Egg Pawn onto the spikes! Hop from button to button to eliminate the row of shooters.

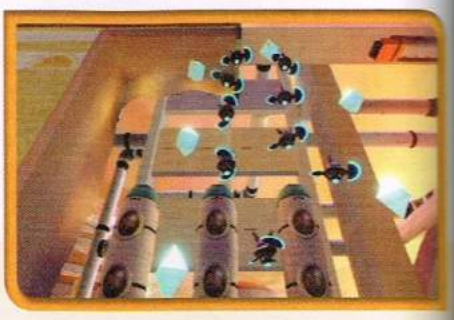
SPECIAL RING!

Further along, you find the same situation with a row of Egg Pawns armed with lances. Hop onto a nearby blue button to unleash spikes from the floor into each lancer. Continue working your way to the right until reaching a candy-striped grind rail. Grind to the end, but then turn around and go left underneath it to slide down a slope and find a Special Ring **(10)** tucked between two gingerbread men.

1-UP!

Yet another 1-UP lies buried in the next patch of diggable ground. Just past the candy-striped grind rail is a regenerating Yellow Wisp capsule **(11)**. Tag it and activate the Yellow Drill to dig down to a 1-UP **(12)** surrounded by a square of blocks. This one is tricky; only two blocks on the right side of the square are destructible, so you must drill through them to reach the 1-UP.

Several different routes, both high and low, lead over to one of the pair of springs **(14)** that propel Sonic across the big gap for the final stretch. Underground pipes can transport you quickly, and so can a couple of high candy-striped grind rails. Look for Cyan Wisp capsules near clusters of prisms where you can use the Cyan Laser. A squadron of Spinners **(13)** hovers amidst prisms; if you find the Cyan Wisp capsule buried directly beneath them, you can use it to zap the entire squadron in one laser blast.

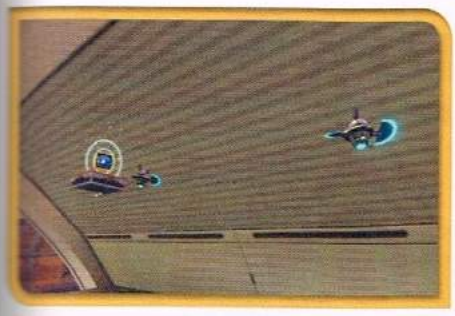


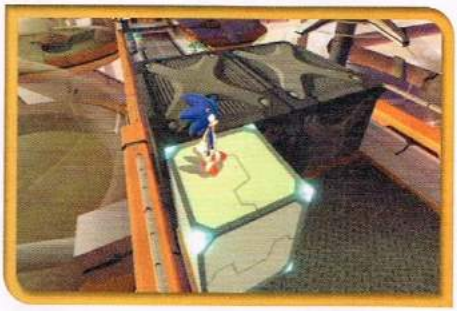
After bouncing across the gap **(14)**, Sonic lands in a dangerous rocket launching range **(15)**. Missile after missile shoots down the range as you push forward beneath using low trenches. Avoid these projectiles at all costs! Scoop up Super Rings as you proceed.

SWEET MOUNTAIN - ACT 1

1-UP & SPECIAL RING!

Look for a pair of Spinners overhead, guarding a floating 1-UP. To reach them, find the three boxes below them **(16)**. Note that one box is white—it is destructible. Wait until right after a missile passes overhead, then Stomp on the white box to break it and land on a Spring that propels Sonic upward. At the highest point, start punching the Jump button for Homing Attacks on the two Spinners. The momentum from zapping the second Spinner bounces Sonic through the 1-UP. Nice job!





Now keep working your way forward to the launch tube. You'll find another Special Ring **(17)** to the right of the tube. After nabbing it, use the nearby triple Spring to bounce up to the blue-lit ventilation pipe. (Be sure to nail the Egg Pawn on the way up!) As Sonic shoots out of the pipe and hits the Ramp, be ready to execute a five-part Trick Jump for a nice bonus.

SPECIAL RING!

There's one last Special Ring up ahead **(19)**. It's right in front of the last missile launch tube. On the way, Sonic can hop onto the blue button, which drops a platoon of Egg Pawns from high platforms right into the path of the relentlessly oncoming missiles. Ouch! Carefully grab the last Special Ring, then use the Springs to bounce up to the Prison Capsule **(20)** above the launch tube. Release the Wisps to complete Act 1.

ACT 2

Mission

Begin by sprinting up a set of pipes, turning sideways around a curve, and using Quick Step side to side as you go. Scoop up Rings and Wisp capsules, then get centered in the path after the quick sharp turns **(1)** to hit the series of five Rainbow Rings that propel Sonic far across the gap **(2)**.

Level Details

Rank	Score
S	1,250,000
A	950,000
B	750,000
C	500,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
YELLOW DRILL
Available in This Act
Always

Wisp Power
GREEN HOVER
Available in This Act
After you clear Starlight Carnival: Act 5

Enemy Types

EGG PAWNS
Bonus: 1,000

MOLE
Bonus: 5,000

BUZZER
Points: 1,500

SWEET MOUNTAIN - ACT 2

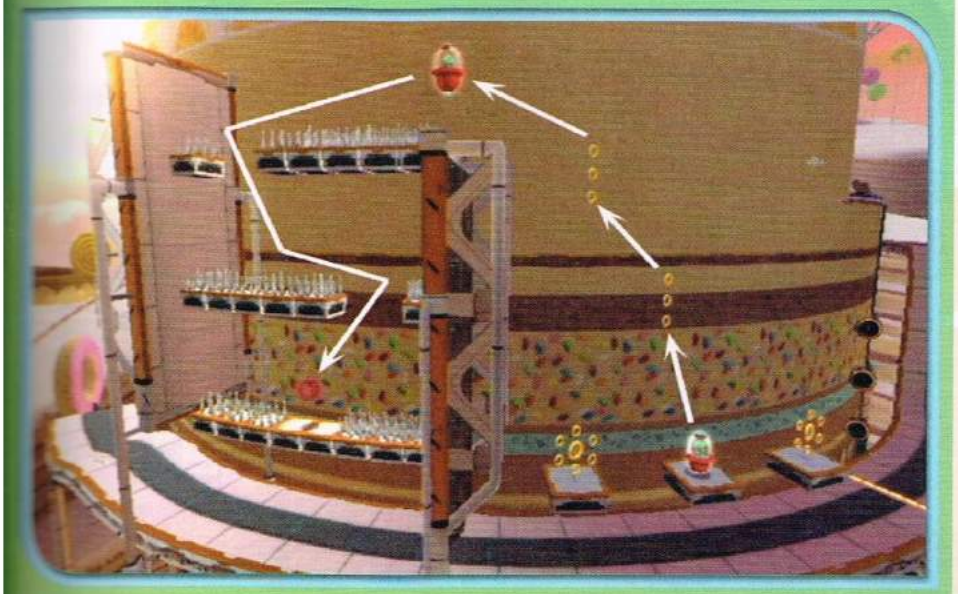
Sprint the next stretch while using your Drift control to stay on the track **(3)**. A Ramp at the track's end flings Sonic across the gap to the imposing hamburger tower **(4)**. Keep punching your Jump button to complete the five-part Trick Jump and land on a grind rail **(5)** that leads to some Rainbow Rings. These, in turn, fling Sonic through the first checkpoint.

Follow the path until ducking under the low wall. On the other side, you see three platforms with a Green Wisp capsule on the center one. If you've already unlocked the Green Color Power by completing Starlight Carnival, Act 5, read our **special color section**. If not, skip ahead.

GREEN HOVER ONLY

SPECIAL RING!

Hop onto the platform to nab the Green Wisps, then activate Green Hover. Hover upward, using Ring Dash to zip upward faster through the two sets of three Rings. Float through the Green Wisp capsule at the top of the tower to refill the Green Hover gauge, then carefully descend through the gaps in the spiky platforms until you drop onto the Special Ring **(6)**. The platform beneath the Special Ring collapses and Sonic drops to the path below. Duck underneath the low wall again and proceed up the slope to the right.



RING DASHING

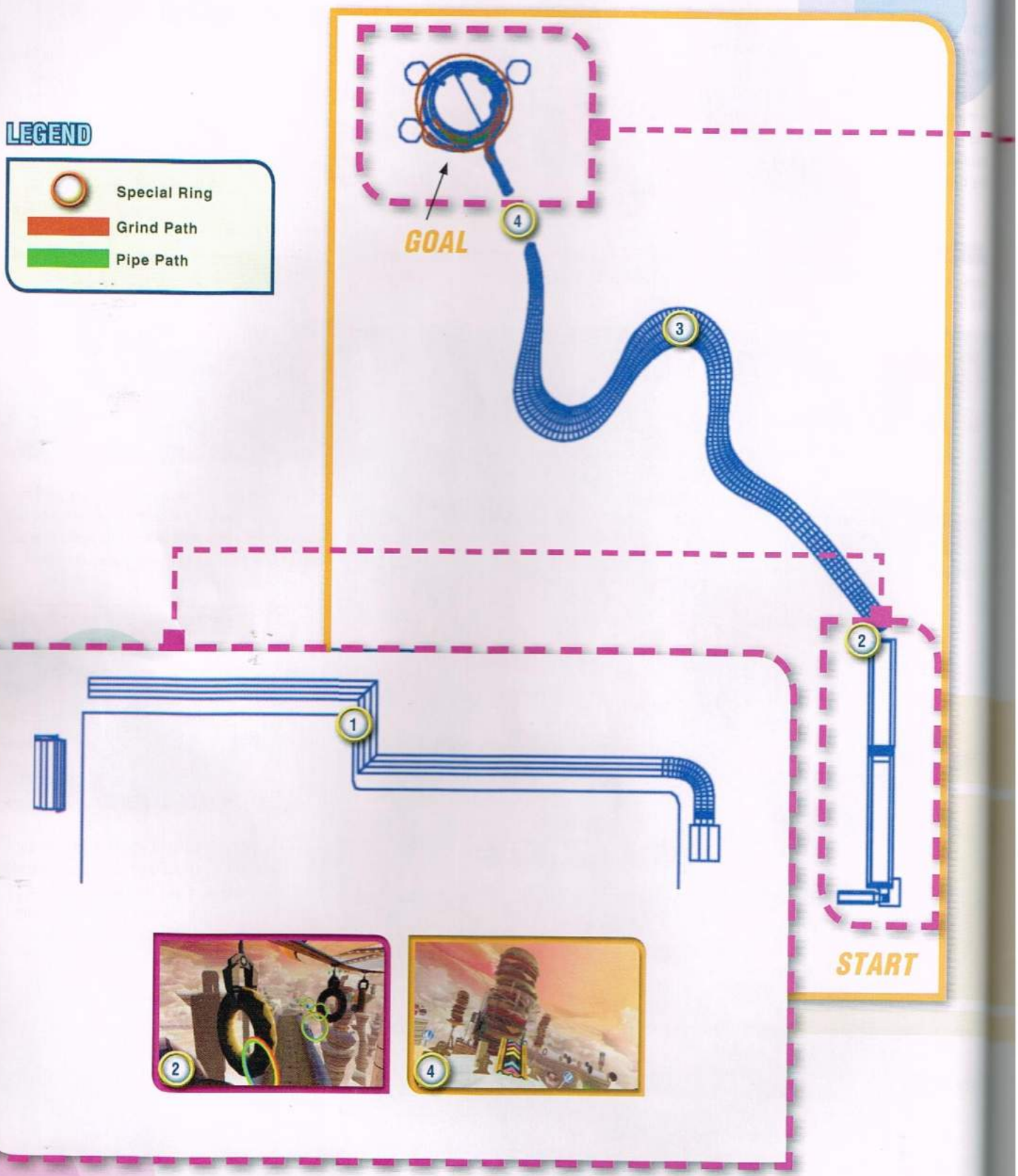
The Green Hover effect doesn't last long during normal flight. But its power gauge stops dropping during a Ring Dash. The Ring Dash move also propels Sonic quickly along a line of Rings. So when hovering, look around for Rings lined up for you, then follow their trail using Ring Dash. The Ring path often leads to special items!

SPECIAL RING!

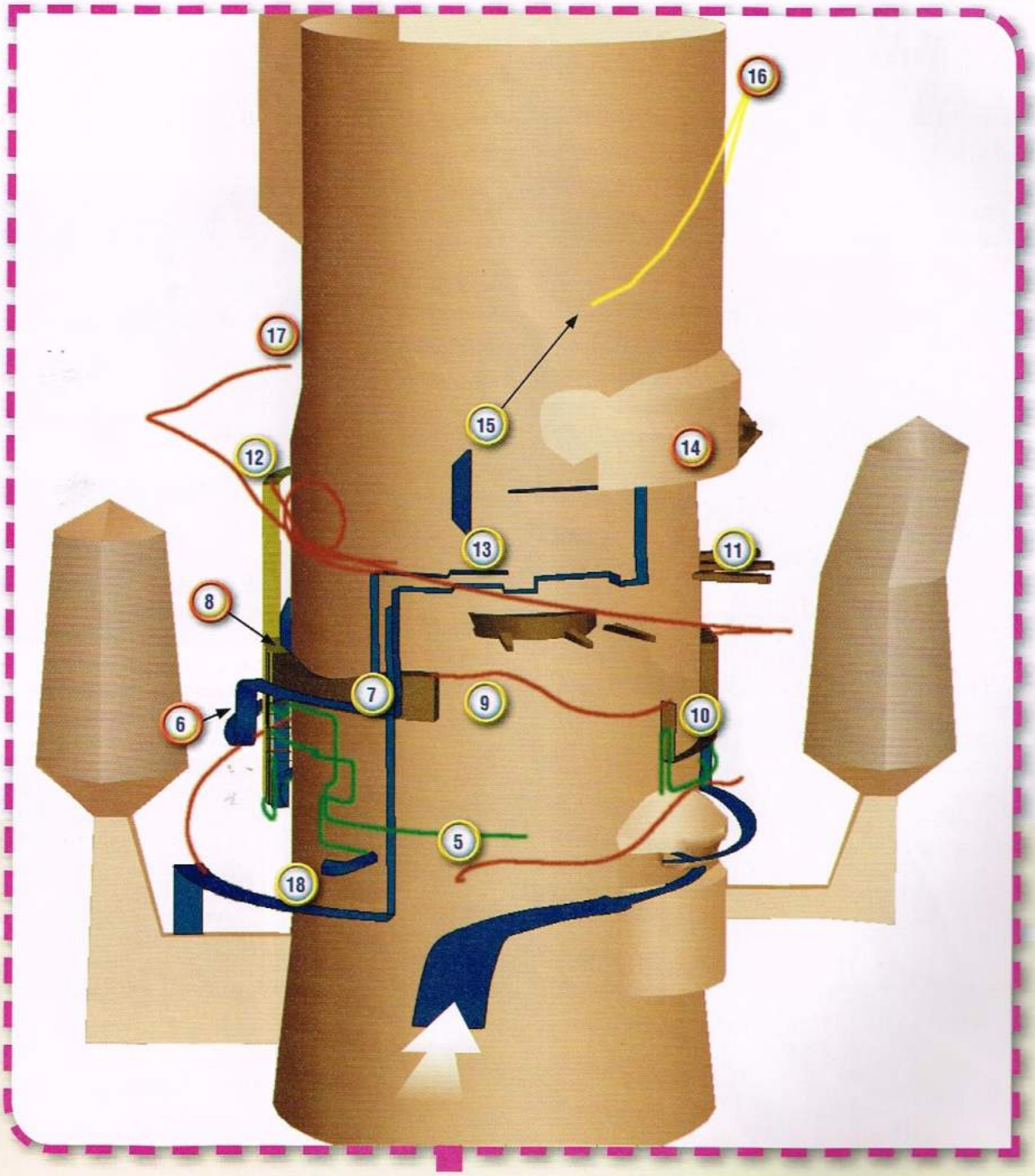
Jump onto the blue button **(7)** to trigger an Egg Pawn drop. Nail all five pawns to lower a winch handle. Grab it and ride up... but get ready to hit the brakes. Bounce across Springs to an inner track with a Dashboard that shoots Sonic toward a grind rail **(9)**—but skid to a halt *before* reaching that rail! Run back to the left. In an alcove you find a Special Ring **(8)** buried in a mound of popcorn near two huge lollipops (see circled area in our screenshot below)..

(If you can't halt in time and end up on the grind rail, don't worry. You can still claim this Special Ring later by using the Yellow Drill to dig to the spot.) Now go back to the grind rail **(9)**. Ride it down to the next small section of path.

If you've got Green Color Power unlocked, read our **special color section** a few pages ahead. Otherwise, continue to the winch, ride it up to the top, nail the Egg Pawn armed with a lance, and bounce up to the next level—icing on a "diggable ground" of cake.


LEGEND
Special Ring
Grind Path
Pipe Path
GOAL
4
3
2
1
START
2
4

SWEET MOUNTAIN - ACT 2



GREEN HOVER ONLY

1-UP!

Here's a tricky but fun secret. If you've unlocked Green Color Power, hit the Green Wisp capsule **(10)** and move underneath the opening in the platform above. Activate Green Hover and steer up through the platforms, which sprout spikes and start moving as you go—the route is treacherous.

Float up to another Green Wisp capsule near the top to refill the Green Hover gauge. This automatically opens a passage to the left and spawns a curving line of Rings. Hold down your Ring Dash button so that the Green Hover follows the Rings.

Keep Ring Dashing through the three struts sticking out of the wall **(11)**, then upward to the next level until you see the 1-UP spinning on a single strut above the iced path. (This is *very* tricky navigating, so don't get discouraged if you don't make it on your first few tries.) After you grab the 1-UP, drop to the path and continue on.

Drop into the popcorn trough to trigger the attack of two Buzzers. Nail them both and then, if you want, just continue on to the right. Or you can get the Yellow Wisp capsule and activate the Yellow Drill. You won't find anything buried here except Moles. If you decide to drill, read the next section. If not, skip past it.

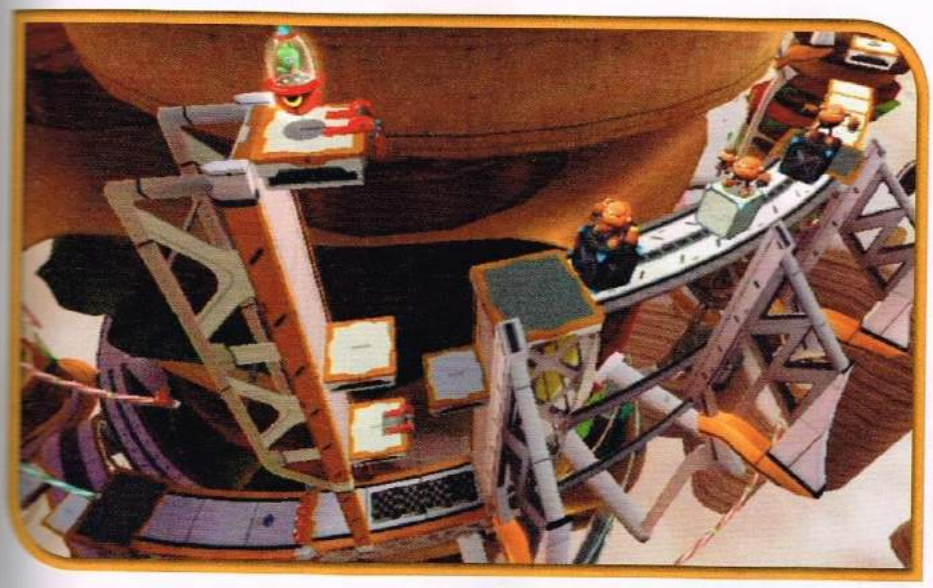
UNDERGROUND AREA

If you decided to drill, nail a few Moles for hefty bonus points. Note that three pipe openings are tucked into the lower-left corner of the diggable area. (The alcove with the Special Ring **(8)** mentioned earlier is directly above the three pipe openings, so if you missed it earlier, you can drill to it now.) The top pipe leads back to the start of the tower; the bottom pipe shoots Sonic back into the dirt.

But beware of the center pipe! It drops Sonic right in the middle of four nasty Egg Pawns, three with lances and one with a blaster, ready to strike quickly. This is also the platform with the Goal Ring **(18)** and you can't get off. If you take this center pipe, start punching Jump for Homing Attacks before Sonic even emerges from the pipe.

SPECIAL RING!

Proceed on to the red-striped grind rail **(12)** and ride through its loop. A Spring at the rail's end bounces Sonic over to another short grind rail; ride that one to the next section. Bounce up and use Homing Attack to grab the winch handle and ride it up to the first platform **(13)**. Hop up the next two platforms, but be quick! Each one collapses after a few seconds and results in a fall onto the spikes below.



At the top, nail the three Egg Pawns lined up atop boxes to the left. Note how the middle box is white—that means it's a breakable box. Stomp on it to reveal a blue button. Stepping on the button lowers a winch handle to the left that you can ride up to the Green Wisp capsule **(15)** at the top of the column. (This is useful only if you've unlocked Green Color Power.)

First, however, let's nab the nearby Special Ring **(14)**. It's on the third of three small platforms. Those platforms are sturdy, but the floor panels beneath them are collapsible, so be careful. Hop to the Special Ring.

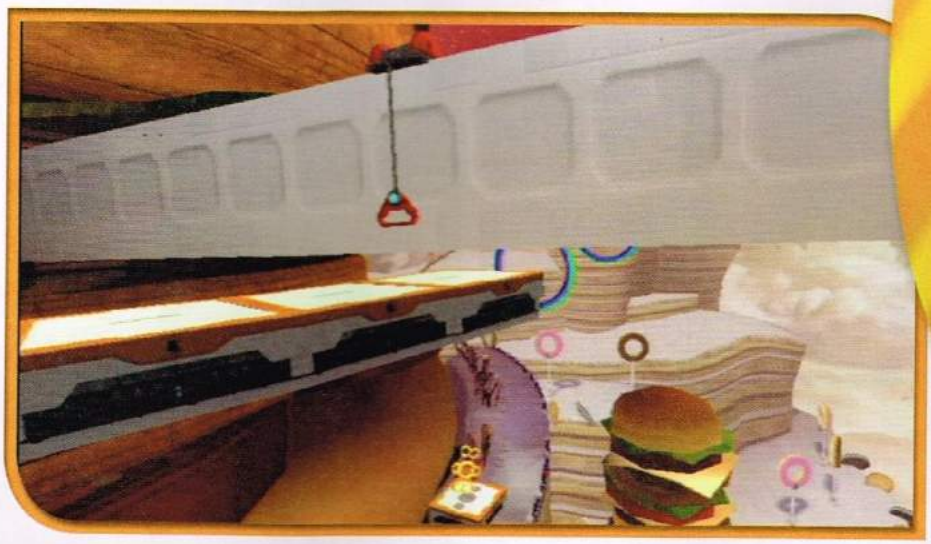
If you've unlocked Green Color Power, hop back to the winch handle you just lowered by breaking the white box and stepping on the blue button. Otherwise, skip the **special color section** on this page. Instead, continue on to the right, following the track as it curves through the tunnel. Two Egg Pawns are posted up ahead on an orange platform. Nail them!

GREEN HOVER ONLY—SPECIAL RING!

Ride the winch up to the Green Wisp capsule **(15)**. Activate Green Hover and fly upward to the right until you reach the first of three short lines of Rings. Use Ring Dash to zip up each successive line, then keep floating upward to the right to find and follow the long strand that leads all the way up to a Special Ring **(16)** floating at the top. Keep Ring Dash going down the line of Rings that descends on the other side, if you can. Sonic drops onto the orange platform with two Egg Pawns (mentioned in the previous section).

SPECIAL RING!

After eliminating the Egg Pawns, cross the bridge lined with Rings. Unfortunately, the bridge sections are collapsible, so hustle across. At the cross-beam, you can jump and grab the winch handle, which slings Sonic onto a Dash Panel that propels him across the last gap onto a grind rail. But using this winch method means you miss the last Special Ring **(17)** floating on the other side. So instead, duck *under* the cross-beam to accelerate through a trio of Rainbow Rings. This drops Sonic onto the same grind rail, but he still bounces through the Special Ring.



Ride the long, winding grind rail all the way back down to the Goal Ring **(18)** at the bottom of the tower.

ACT 3

Mission

Start running! After nailing the first three Egg Pawns on the steps **(1)**, dash around the sharp turn. Follow the track to the circular platform manned by Egg Pawns and eliminate them. Here you can hop up the crates and continue forward or, better yet, veer left to the triple Springs **(2)** and use them to bounce up onto a striped grind rail above.

ORANGE ROCKET!

Sweet Mountain, Act 3 introduces Orange Color Power. Once you complete this mission, Orange Wisps occupy any Orange Wisp capsule you encounter, including those found during replays of earlier stages.

Level Details

Rank	Score
S	900,000
A	650,000
B	500,000
C	350,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

ORANGE ROCKET

Available in This Act

Always

Wisp Power

PINK SPIKES

Available in This Act

After you clear Planet Wisp: Act 1

Enemy Types

EGG PAWNS

Bonus: 1,000

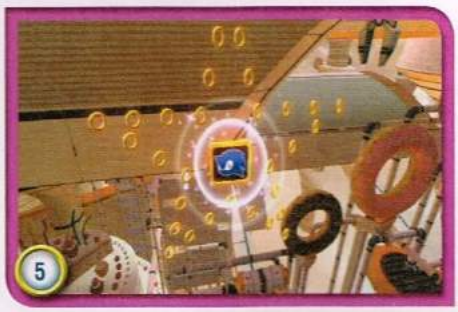
SPINNER

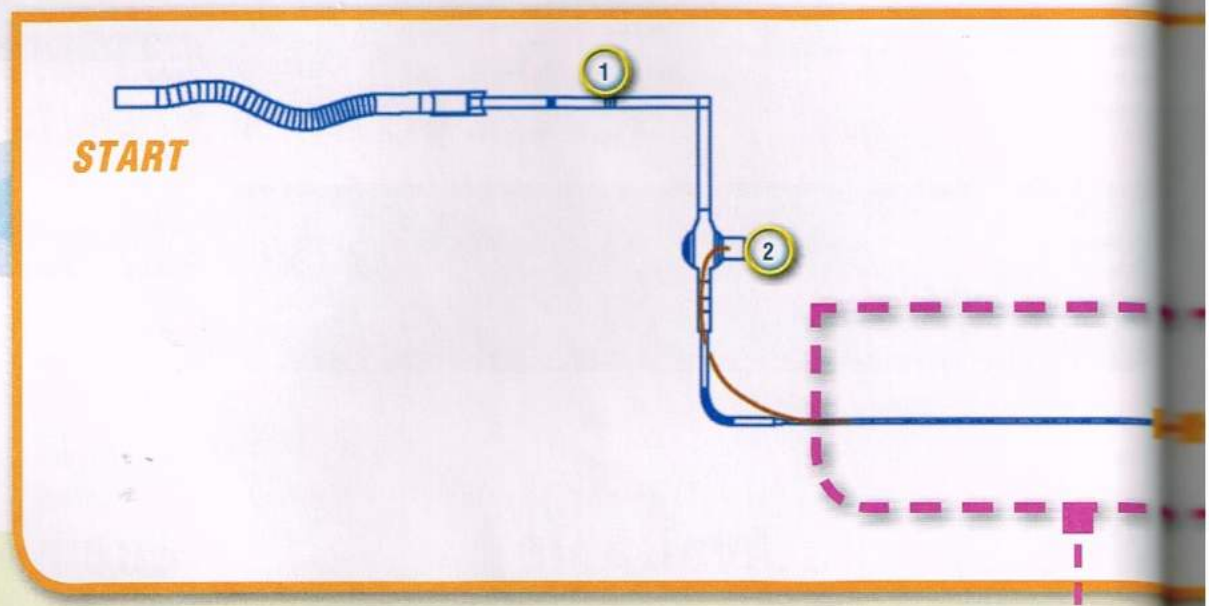
Bonus: 500

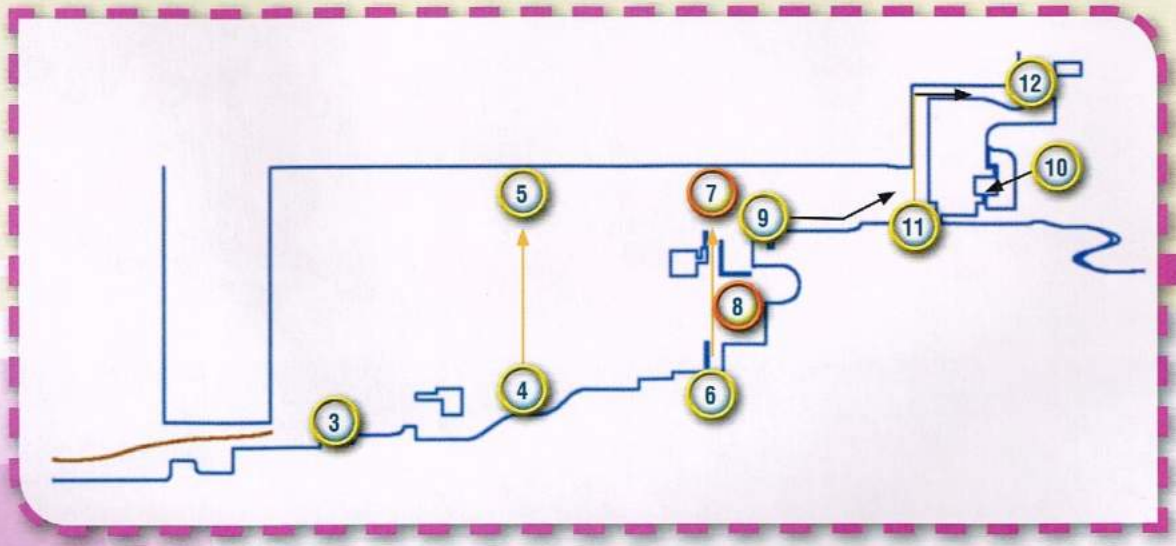
LEGEND

Special Ring

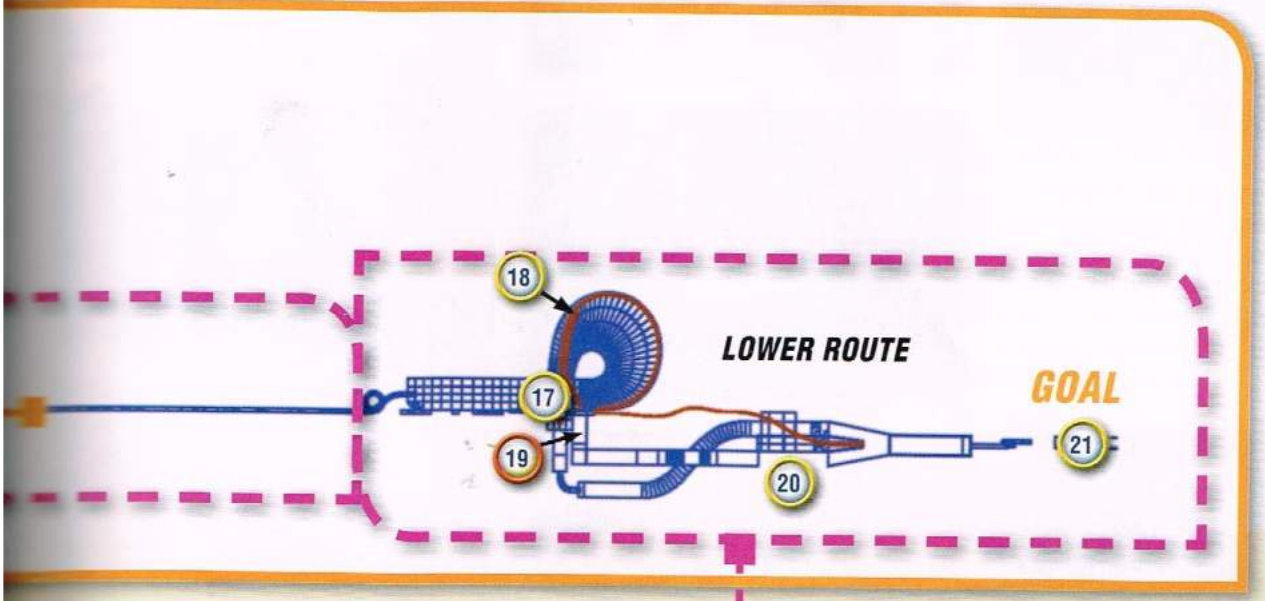
Grind Path

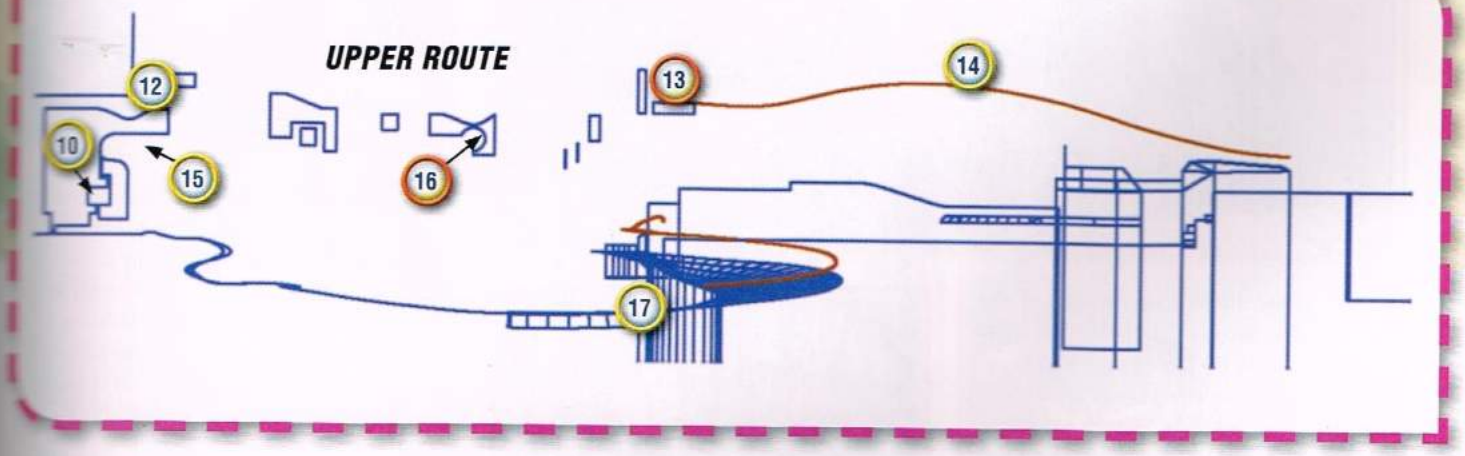






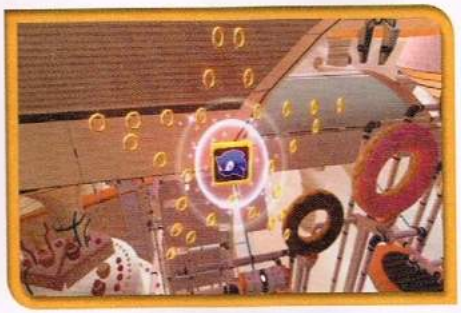
SWEET MOUNTAIN - ACT 3



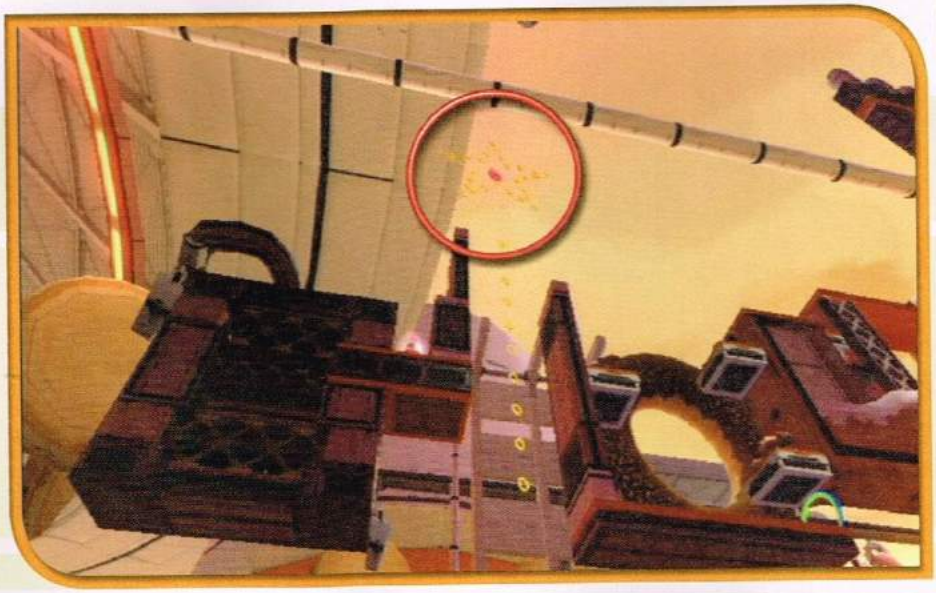


1-UP AND 2 SPECIAL RINGS!

Ride the grind rail all the way to the Orange Wisp capsule **(3)** on the small platform. Don't use the power here, though—we have a better spot. Proceed to the slope **(4)** and stop halfway up this incline, left of the next Orange Wisp capsule. Activate the Orange Rocket to shoot upward to a high, floating 1-UP **(5)** surrounded by Rings arranged in a star shape. If you miss it on the way up (which is possible), you can easily float through the 1-UP and other floating goodies during your slow descent. Keep clear of Eggman's missiles, however.



When Sonic lands, claim the Orange Wisp capsule on the slope and proceed to the bottom of the narrow shaft just ahead **(6)**. Don't hit the Spring or it will bounce Sonic up the shaft! Stand directly underneath the vertical line of Rings and activate the Orange Rocket to shoot up the shaft and collect the Special Ring **(7)** hovering directly overhead.



Let Sonic descend straight down, then once he drops past the upper structure, veer to the right and collect another Special Ring **(8)** floating above a small platform. (The Ring platform is circled in our shot here). Dash up the half-circle cut in the wall into a Pawn-guarded shaft where missiles crash every few seconds. Fight up to the top, avoiding missiles.

Now you basically have two main routes, upper and lower, to the Prison Capsule at the end. Each route features several options, including some that won't be available until you replay this Act after unlocking the Pink Spikes form. (You unlock Pink Color Power by completing Planet Wisp, Act 1.)

UPPER ROUTE: SPECIAL RING!

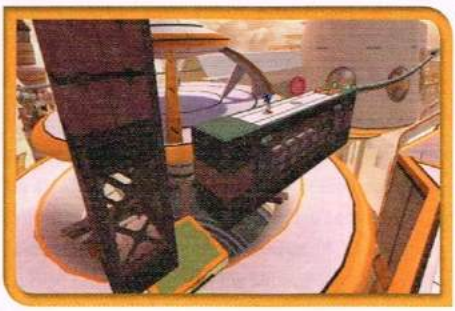
If you still have Orange power at your disposal, Sonic can stand beneath a vertical line of Rings **(11)** and activate the Orange Rocket to shoot upward. Platforms close below during the ascent, leaving Sonic atop the tall structure.

Head to this location **(12)** and start working your way across the high platforms using Springs, winch handles, and foes lining the way. Homing Attacks on Spinners and Egg Pawns bounce Sonic across several gaps. But watch out for Dr. Eggman's missiles dropping from the sky!

Here's a good tip for handling this situation: When you hit each Spring at the end of a platform, just bounce up and down (without launching Homing Attacks) until the next set of missiles explodes. Then bounce across the gap quickly before the next flight of missiles drops. Sonic eventually reaches a moving platform that carries him under a low wall. Be sure to crouch under the wall or Sonic will get knocked off!

SWEET MOUNTAIN - ACT 3

When the platform stops on the other side to reverse direction, Wall Jump up to the platform to find the Special Ring **(13)** and a grind rail beyond.



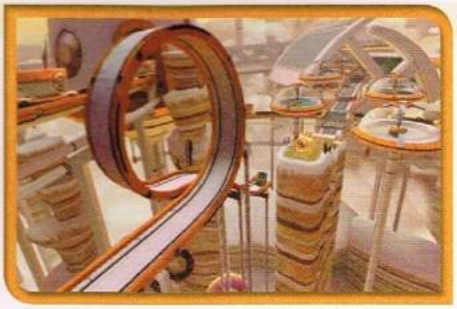
Now just grind down to the last stretch of track. However, watch out for spiky obstructions along the rail. The first two are easy to hop over, but the third set of rail spikes **(14)** is long. To get past the long spiky stretch, use Boost as you approach, then Double Jump over the spikes.

LOWER ROUTE: SPECIAL RING!

You can find some hidden goodies by taking the easier lower route. Proceed along the ground level through the loop and the checkpoint until Sonic reaches the wide curve. Veer to the right and bust through the second cluster of destructible barrels to find a hidden Spring **(17)** that bounces Sonic up onto a green-striped grind rail.

Be ready! The rail follows the curve to where a parallel grind rail appears on the left **(18)**, this one red-striped. Grind Step to the left onto the red-striped rail and ride it into a Spring that bounces you up into a sweet little corridor **(19)** filled with goodies. Smash through the destructible barrels to find them all, including a Special Ring.

Ride the winch up to the long blue-lit tunnel and follow it to a gap **(20)** guarded by Spinners. Use Homing Attacks to bounce across the gap, but watch out for Eggman missiles crashing down from above as you cross. Continue on to the home stretch that winds Sonic through a loop and flings him via Ramp onto the Goal Ring **(21)** to end the Act.



PINK SPIKES ONLY

UPPER ROUTE: 1-UP AND SPECIAL RINGS!

If this is a replay after you've unlocked Pink Wisp power, you can gather a pair of extra items along the upper route. First off, be sure to get the White Wisp capsule in the tiny alcove at **(9)**. Use the Boost to zoom up the slope to the right and fly through the Pink Wisp capsule hovering in the air. Then move forward to the spot underneath the destructible blocks holding up the Orange Wisp capsule above (circled in our screenshot).

Activate the Pink Spikes and jump up to attach to the blocks, which explode, providing access to the Orange Wisp capsule. Keep rolling up through the narrow vertical gap until Sonic enters the chamber with the spinning 1-UP **(10)**. Jump to nab it, then keep rolling upward until Sonic is directly above the floating platform **(15)**, then hit Jump to drop down onto it.

The platform starts moving. Ride it all the way across, adding more Pink Wisp capsules on the way, to the floating structure where Sonic can hop off (in Pink Spike form!) and roll to the Special Ring **(16)** on the inner curve of the wall.

Now either roll back to the moving platform and ride it further or roll to the top of the structure and wait until Pink Spikes wears off; from there, work your way across the gaps with Homing Attacks to reach the Special Ring and grind rail **(13)**.

ACT 4

Mission

Sprint to the first blue button **(1)**. It controls a rotating windmill mechanism with deadly orange blades just up ahead. Step onto the button until the blades rotate to horizontal, then hop off to halt the rotation. Run underneath the blades. Hop up the steps (each holds a barrel, but it's destructible) to the next blue button; hop on to rotate the next two blades to horizontal, then hop off and run underneath again.

Level Details

Rank	Score
S	1,150,000
A	950,000
B	700,000
C	450,000

Stage Length	Medium
Time Over	6:28
Starting Points / Points Deducted Per Second	465,000 / 1,200

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	450,000
1	337,500
2	292,000
3	90,000
4	45,000
5 or more	0

Wisp Powers Available

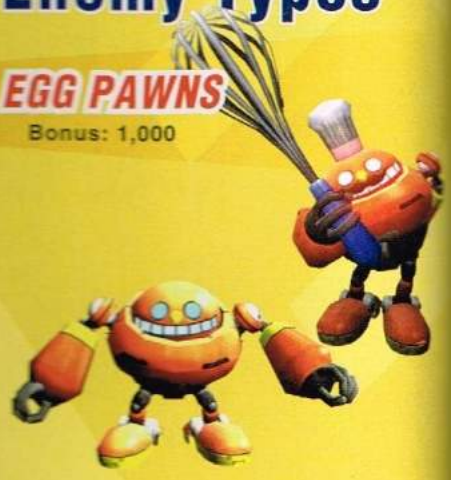
Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

Wisp Power
PURPLE FRENZY
Available in This Act
After you clear Asteroid Coaster: Act 1

Enemy Types

EGG PAWNS
Bonus: 1,000

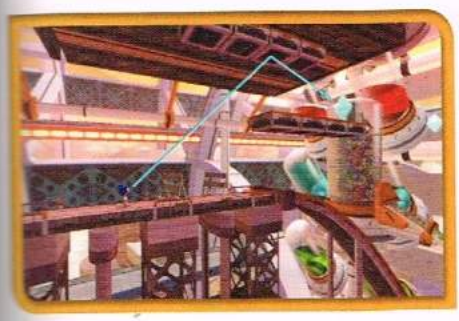


SWEET MOUNTAIN - ACT 4

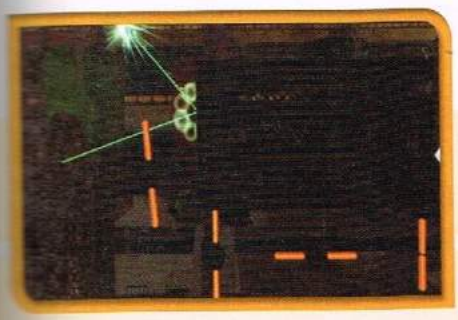
SPECIAL RINGS! (TWO OPTIONS)

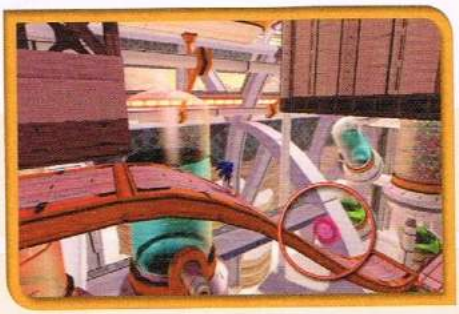
Push ahead through popcorn to the blue wall button to spawn a Cyan Wisp capsule **(2)**. Get the capsule, nail the Egg Pawns, and move to the next blue button **(3)** where you have a choice:

Option 1: **Hop onto the blue button to rotate the windmill blades to vertical, then drop safely down to work your way across the room below and up the other side. Sonic ends up at the top of a looping slide (5) that will zip him to the next area, but don't use it yet! (Once you use the slide, you can't come back.) Instead, activate the Cyan Laser and aim it up so it bounces off the ceiling into the prism (6). This zaps Sonic through a prism network that includes a Special Ring (7) and bypasses the slide. Sonic ends up here (8). Start pressing the Jump button for Homing Attacks immediately upon arrival—Egg Pawns await!**



Option 2: **Stop here (3), activate the Cyan Laser, and aim it at the wall ahead so the shot ricochets up the line of Rings (see our screenshot) and into a prism above. This zaps Sonic to a high platform where he can slide under a low wall and collect the Special Ring (4) on the down-slope. Note, however, that if you use the Cyan Laser (3) to get the Special Ring (4), you can't use it later to acquire another Special Ring (7). Now jump across to this spot (5) and use the looping slide to the next area (8). Punch out Homing Attacks upon arrival to nail the waiting Egg Pawns.**





SPECIAL RING!

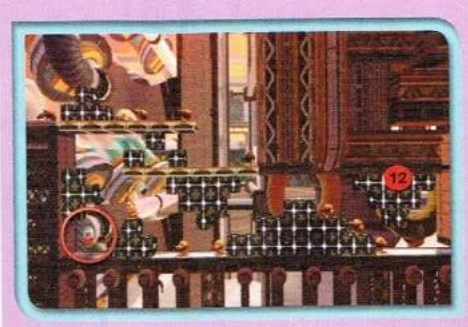
Chomp on the breakable white box to reveal a blue button that activates the moving platforms above. Hop across platforms and ride the last one (avoiding deadly blades) up to the Special Ring **(9)** at the top. Double Jump to get it, then ride back down until you can jump across to the platform holding a Purple Wisp capsule **(10)**.

If this is a replay after you've unlocked Purple Color Power by completing Asteroid Coaster, Act 1, skip to our **special color section** on this page. If the Purple Wisp capsule **(10)** is empty, then fight through the Egg Pawns one by one as you work your way back and forth through the box stacks **(11)** and duck under the low wall to reach the bottom of the blade-filled final shaft **(13)**.

PURPLE FRENZY ONLY

1-UP AND SPECIAL RING!

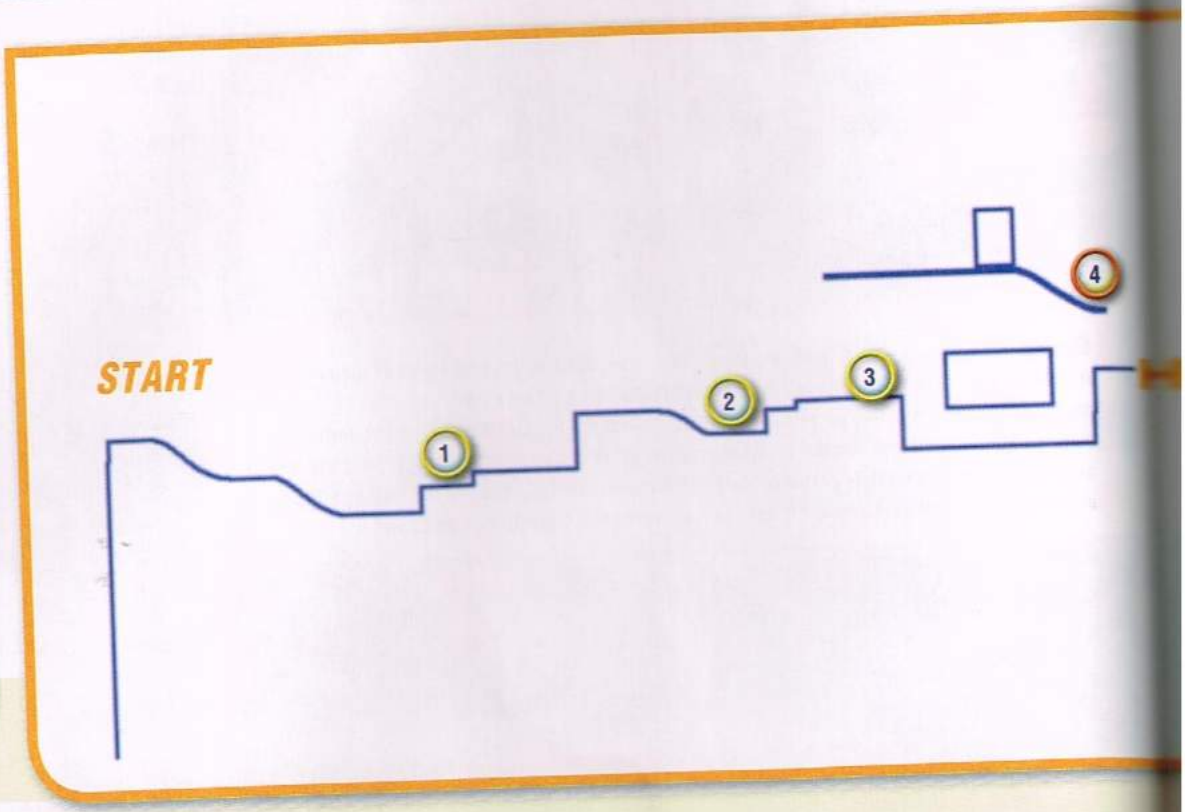
If this is a replay after you've unlocked Purple power, liberate the Purple Wisp capsule and unleash Purple Frenzy on the Egg Pawns ahead. Chomp your way back and forth across the descending platforms. A second Purple Wisp capsule (circled in our screenshot below) prolongs the frenzy and lets you devour the lower level items; these include a 1-UP and a Special Ring **(12)** hidden inside the boxes attached to the ceiling, so make sure your Purple Frenzy hops up to chew those, too. Then continue onto the platform at the bottom of the blade-filled final shaft **(13)**.

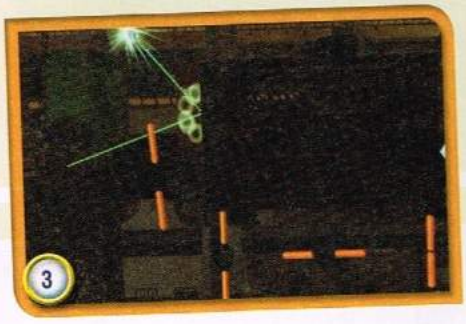


LEGEND

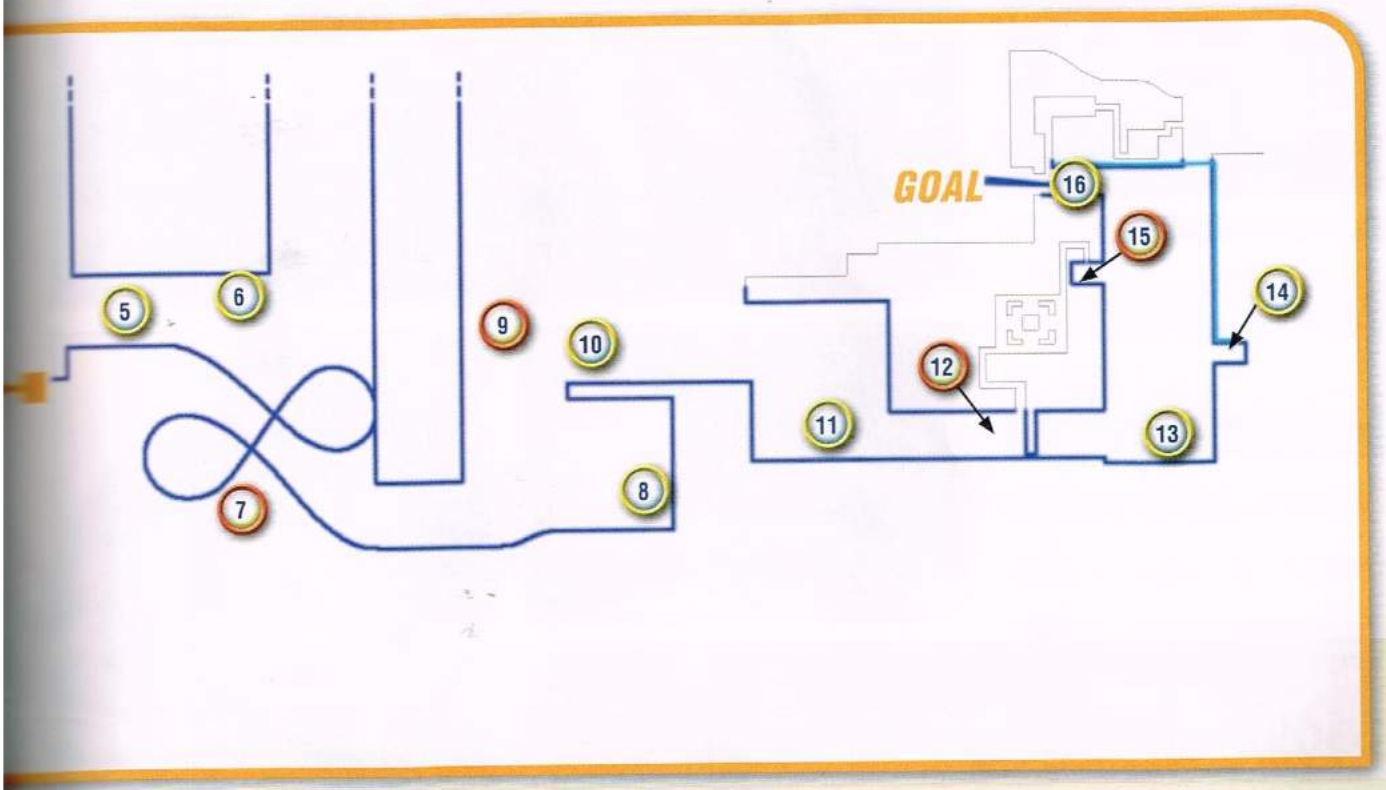
Special Ring

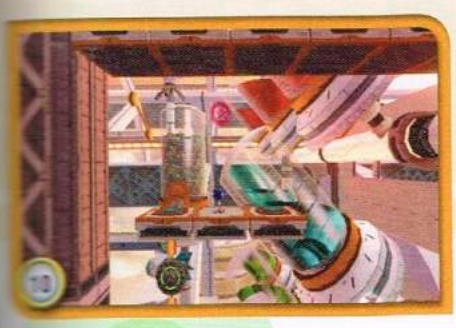
Laser Path





SWEET MOUNTAIN - ACT 4





SPECIAL RING!

Use the blue buttons to move the platform upward. Head from button to button to avoid the deadly orange blades. A popcorn-filled alcove off the shaft to the right **(14)** hides a pair of Super Rings and an optical cable.

If you still have your Cyan power available, you can activate Cyan Laser and aim at the optical cable; this zaps Sonic along the cable to the Goal Ring **(16)** where you can acquire two more Super Rings. But if you do this, you'll miss the Special Ring in an alcove just a little farther up the shaft on the left side **(15)**.

SWEET MOUNTAIN - ACT 5

ACT 5

Mission

SPECIAL RING!

This is a quick level if you haven't unlocked Blue or Pink Color Powers yet. But if you have those powers available, the map gets considerably longer and more complicated. You get an easy gift Special Ring **(1)** right at the start—so easy that you might just shoot right over it! It's in the low section just beneath the Ramps near the start.

Now sprint the rest of the track, using Quick Step side to side to scoop up items along the way. Defeat all three Egg Pawns **(2)** to lower the winch handle and ride it up. Continue your sprint to the row of Springs—any one will propel Sonic into the series of Rainbow Rings across the gap before landing on an island **(3)** full of Rings and Springs underneath a staircase of Blue Blocks.

Level Details

Rank	Score
S	1,350,000
A	1,000,000
B	800,000
C	450,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
BLUE CUBE
Available in This Act
After you clear Starlight Carnival: Act 1

Wisp Power
PINK SPIKES
Available in This Act
After you clear Planet Wisp: Act 1

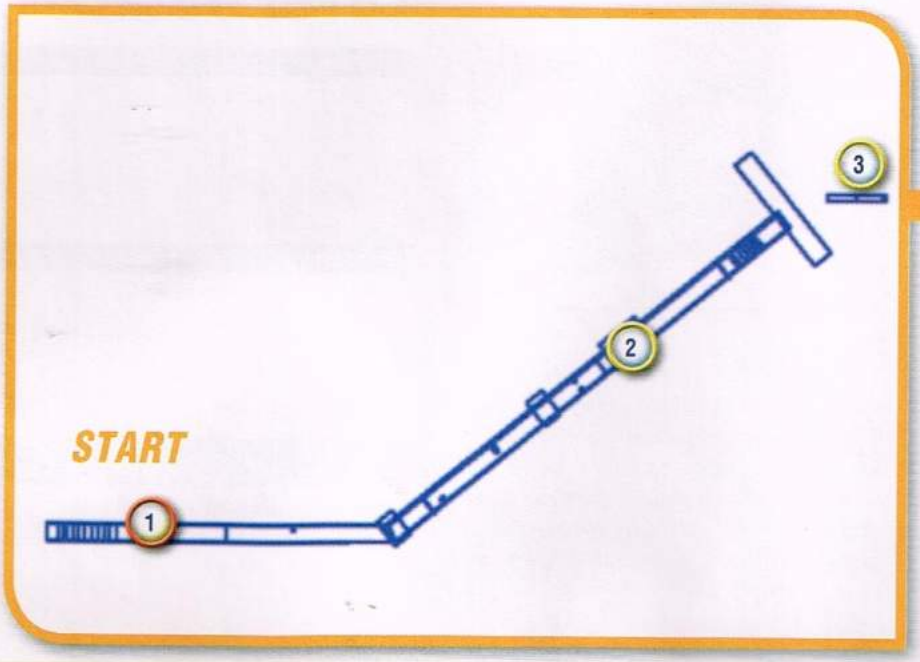
Enemy Types

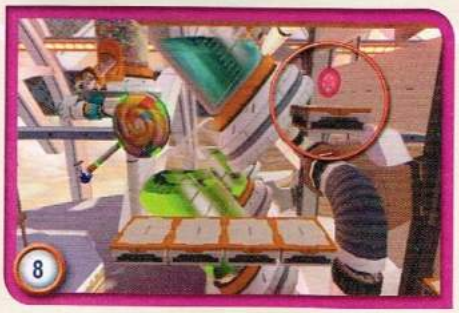
EGG PAWNS
Bonus: 1,000

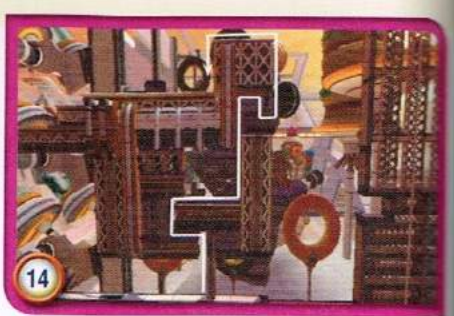
BUZZER
Bonus: 1,500

LEGEND

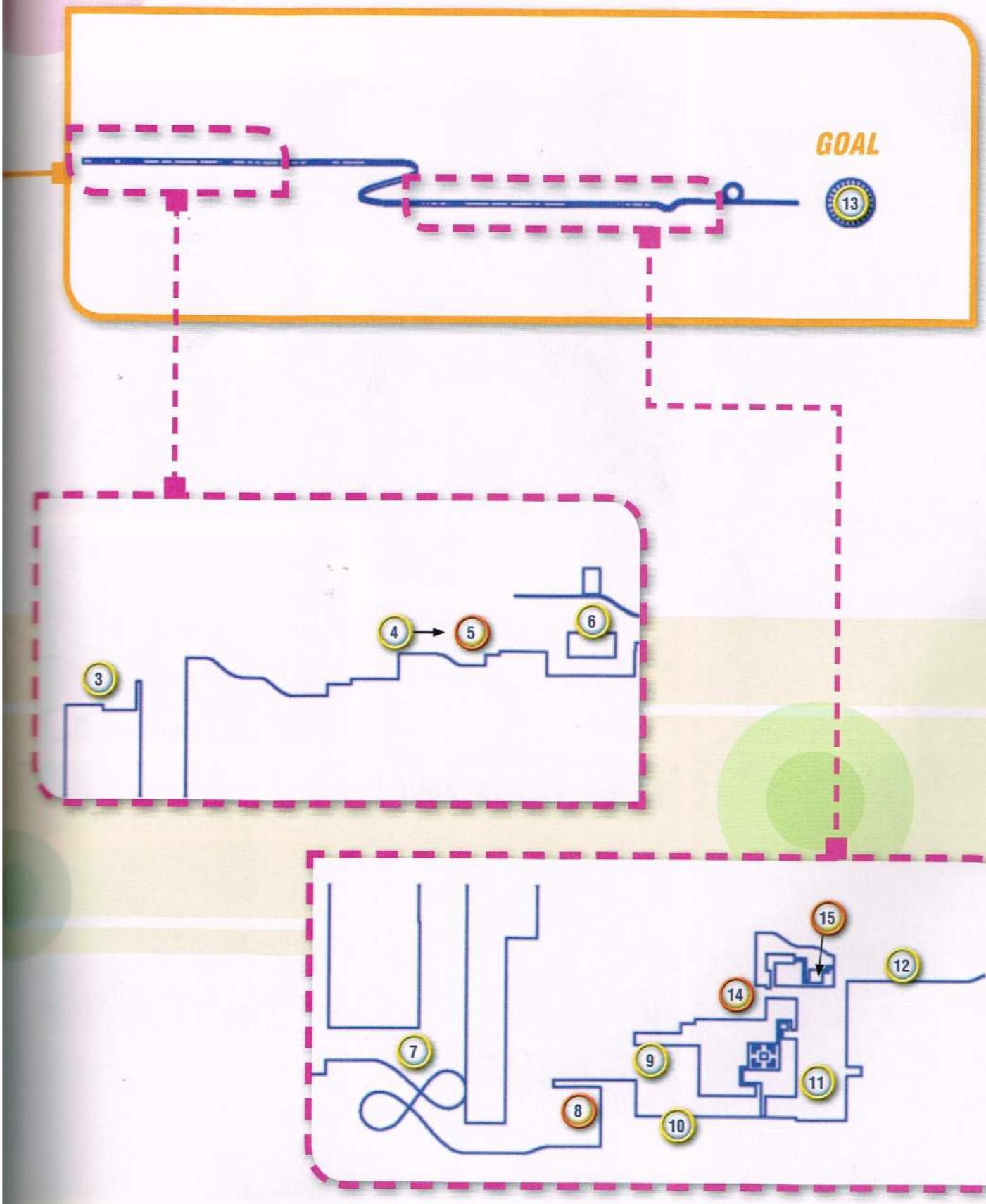
Special Ring







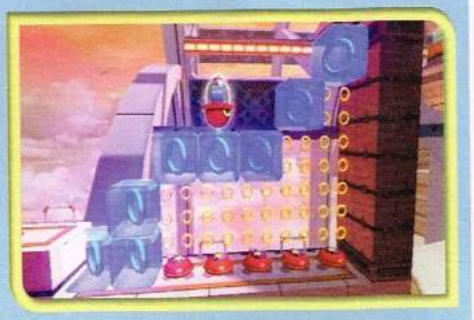
SWEET MOUNTAIN - ACT 5

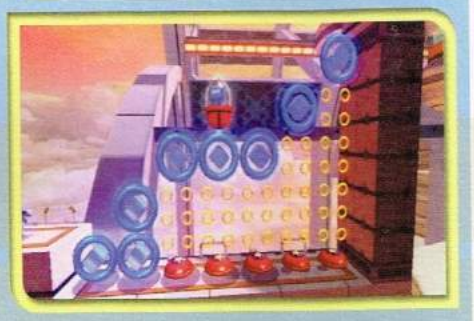


If the Blue Wisp capsule is empty, just hop up the stairs to the top and use Homing Attacks on the two hovering Buzzers and the winch handle to get across the next gap, then skip over our **special color section** that follows. But if you've unlocked the Blue Color Power by completing Starlight Carnival, Act 1, read this...

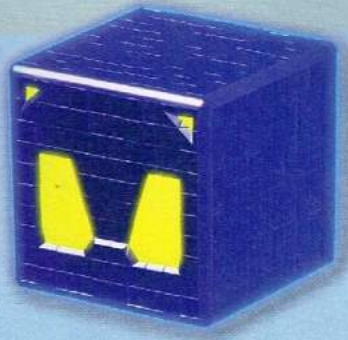
BLUE CUBE ONLY

If you have Blue power available, hop up into the regenerating Blue Wisp capsule **(3)** and activate Blue Cube. This form transforms all Blue Blocks (which are solid and indestructible) into Blue Rings (which are collected for 3,000 points apiece when touched) and vice versa.





Use the Springs to bounce up and collect all eight of the Blue Rings, plus the regular gold Rings. When Blue Cube ends, bounce through the Blue Wisp capsule again (so you have Blue power available), then use the last Spring to bounce up to the top of the column. Use Homing Attacks on the two Buzzers and the winch handle to get across the gap.



SPECIAL RING!

Sprint down the slope and nail the Egg Pawns up on the next section. Jump up the blocks onto the next plateau **(4)** where three rows of gold Rings rotate. Run through the Rings and Jump then quickly hit your Boost button for an Air Boost through the Special Ring **(5)**. Careful! Sonic lands on a ledge with spike panels, so jump off quickly before the spikes pop up.

Now hop up the moving panels onto a section where a Blue Wisp capsule floats. Six Egg Pawn chefs are guarding it; the moment Sonic arrives, they all drop down to attack. KO all of them. If you've got Blue Color Power unlocked, read the our **special color section**. If not, hop across the platforms to the right and ride the slide **(7)** to the next section.

BLUE CUBE ONLY

If you have Blue power available, get the Blue Wisps here **(6)** and hop down either side of the platform. Underneath the platform is a big reservoir of Blue Blocks. Activate the Blue Cube form and start collecting Blue Rings.

Hurry! The Blue Cube wears off in just seconds, so claim as many as possible. You can use the Springs on either side of the reservoir to bounce up and gather Blue Rings that are too high to reach with a regular Double Jump. When you're finished, hop across the platforms to the right and ride the slide **(7)** to the next section.

SWEET MOUNTAIN - ACT 5

SPECIAL RING!

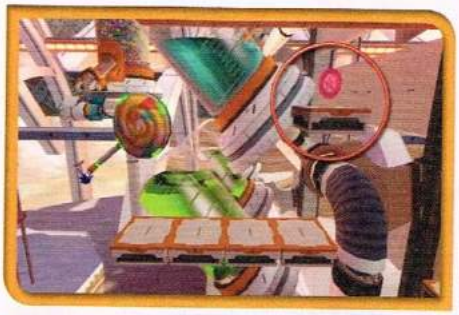
Now you must use a series of lollipop pendulums to fling Sonic up a series of platforms. Timing is key; if you don't press the Jump button at the precise moment, Sonic just drops off the end of the stick. The best way is to approach the lollipop stick from the opposite side from your desired destination. Get close without grabbing it, then press the Jump button twice in quick succession—once to activate the lock-on cursor on the end of the stick, and again to fling Sonic. You'll hear a special sound when you nail the timing, and Sonic gets tossed high into the air.

A Special Ring **(8)** floats on a moving platform just above the second lollipop on the way up. Don't try making the pendulum swing until the moving platform reaches its closest position or Sonic won't reach it.

After grabbing the Special Ring, keep using pendulums and platforms to work your way up to the ledge on the right. There's another Blue Wisp capsule on a raised platform ahead. If you've got Blue Color Power unlocked, skip down to our **special color sections**. If not, read on! You're almost done.

Drop down through the Blue Rings and follow the path to a long vertical shaft **(11)**. Use the series of three lollipop pendulums to swing between platforms up the shaft.

When you reach the top, fight your way through the line of Egg Pawns **(12)** and follow the curving path to the gap. Spring up and zap Buzzers to reach the Goal Ring **(13)** across the gap and complete the Act.



BLUE CUBE ONLY

1-UP!

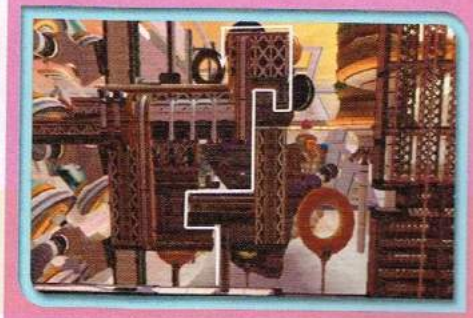
Walk to the ledge and activate Blue Cube to transform all the Blue Rings into a walkway of Blue Blocks. Hurry across the blocks and hop up to get the 1-UP before the form ends.

PINK SPIKE ONLY

TWO SPECIAL RINGS!

If this is a replay after you've unlocked Pink Color Power, tag the Pink Wisp capsule **(10)**. Proceed to the low wall just ahead. Activate Pink Spikes and attach to the wall, then start rolling upward.

Time is short, so spin quickly through the chamber filled with Super Rings and up the shaft on the right. Keep rolling! Your goal is to roll as Pink Spikes all the way up over the top of the structure and down into the goodie-filled stack of boxes **(14)**.



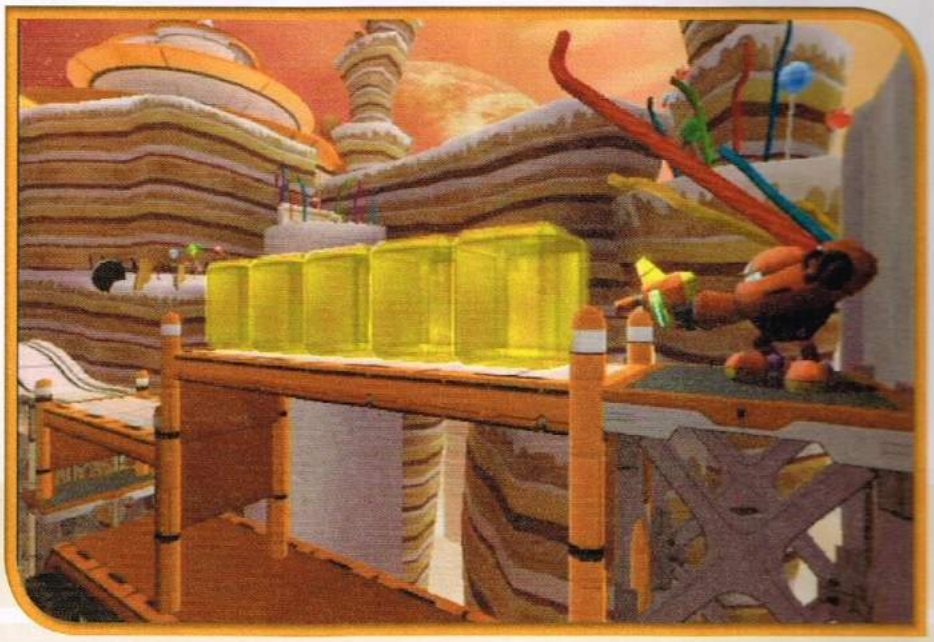
When Sonic reaches this spot **(14)**, the Pink Spikes form can smash through boxes to collect a Special Ring and, importantly, another Pink Wisp capsule. Now roll back up to the right and jump up to attach the Pink Spikes to the next higher structure. Roll up the narrow shaft and around the chambers until coming to the Special Ring **(15)** encased in blocks. Smash the blocks to collect the Ring, then roll out to the upper-right.

Now jump across the gap and nail the line of Egg Pawns **(12)**, then push on to the Goal Ring **(13)**.

ACT 6

Mission

This Act is fast and fun. Sonic begins with a side-view sprint to a row of destructible amber blocks **(1)**; smash amber blocks with a Stomp move, performed on top of or next to a crate. A gun-toting Egg Pawn stands at the far-right end, squeezing off rounds that take out the blocks one by one. Spring up and nail him with a Homing Attack, then continue on your way.



Level Details

Rank	Score
S	900,000
A	800,000
B	700,000
C	400,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
BLUE CUBE
Available in This Act
After you clear Starlight Carnival: Act 1

Wisp Power
PINK SPIKES
Available in This Act
After you clear Planet Wisp: Act 1

Enemy Types

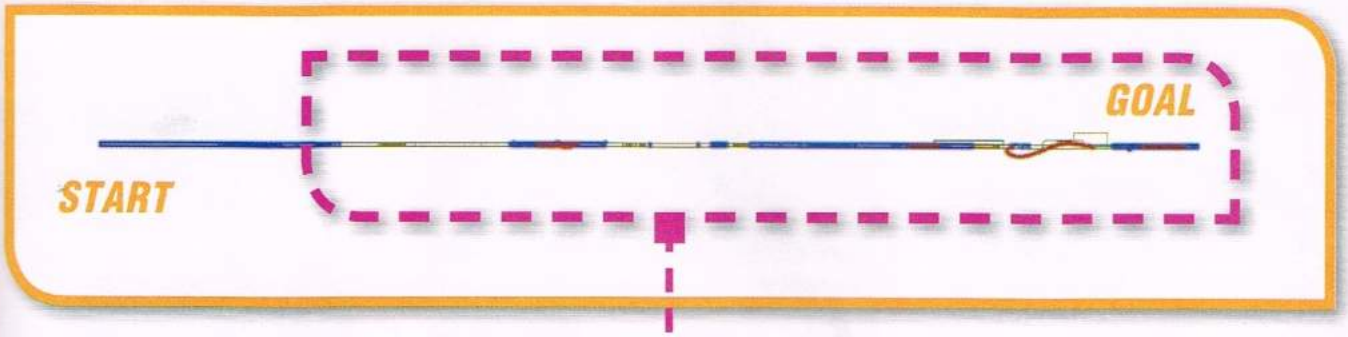
EGG PAWNS
Bonus: 1,000

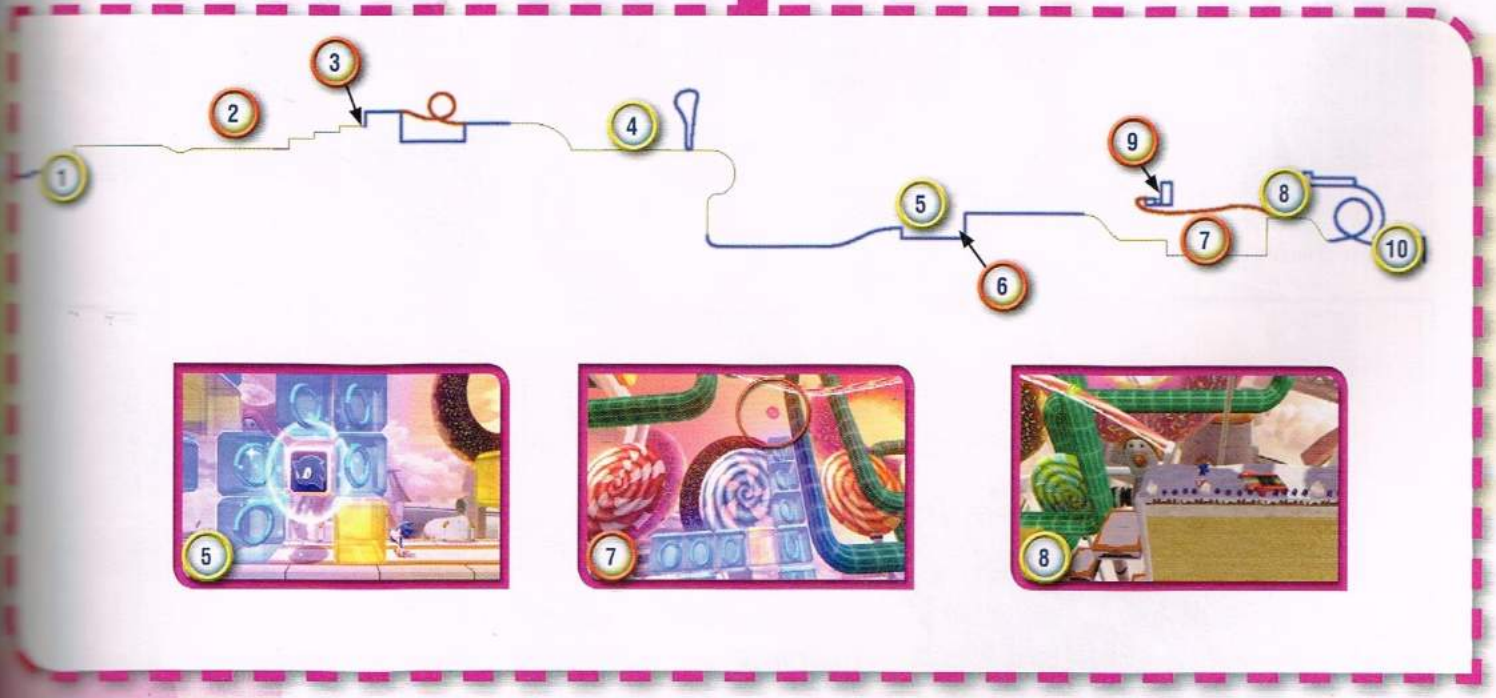
SWEET MOUNTAIN - ACT 6

LEGEND

Special Ring

Grind Path





TWO SPECIAL RINGS!

Ahead are some floating amber blocks that encase Rings, including a Special Ring **(2)**. Stomp through the blocks to gather the Rings. You also find a Pink Wisp capsule.

If you've unlocked Pink Color Power, collect the capsule and activate Pink Spikes. Roll up the ledges to the right, smashing through amber crates and Egg Pawn gunners. (If you don't have Pink power available, just hop up the ledges and use Homing Attacks.) One well-guarded amber block tucked against a ledge holds another Special Ring **(3)**. Smash it open with the Pink Spikes or a Stomp move. Then proceed onward to the striped, looping grind rail and ride it across the gap.

There's another Pink Wisp capsule down the next slope. Again, if you've unlocked Pink power you can activate Pink Spikes and just start rolling—under the low wall, down the steep cliff, through the line of Egg Pawns, all the way to collection of yellow crates and Blue Boxes. If you *don't* have Pink power, just run the same route using Homing Attacks on enemies.

1-UP!

A spinning 1-UP at this location **(5)** seems to be encased in blocks, but note that the one on the lower-right is a destructible amber block. Walk right up next to it, use Stomp on the ground to shatter the block, then grab the 1-UP. Stomp again to get back out.

BLUE CUBE ONLY

SPECIAL RING!

The nearby Special Ring **(6)** is inside a breakable amber block, but three Blue Blocks seal it off, making it unreachable. If you've got Blue power unlocked, visit the nearby Blue Wisp capsule and activate Blue Cube. Collect the Blue Rings around the amber blocks, then Stomp your way to the Special Ring... and two Super Rings, too!

PINK SPIKES ONLY

SPECIAL RING!

There's a Pink Wisp capsule above this Special Ring **(6)**. If you've got Pink power unlocked, collect the capsule and proceed along the route, fighting through Egg Pawns to the next block-filled area. A Special Ring **(7)** floats above three Blue Blocks, a stack too tall to hop atop. But you can activate Pink Spikes and roll up to the top, then jump up to collect the Special Ring.

SPECIAL RING!

Hop up the blocks to the top of the ledge **(8)**, but don't overshoot and land on the Dash Panel there. If you do, the panel propels Sonic down through the final loop and into the Goal Ring to end the Act. Score one last Special Ring **(9)** before doing that.

Hop up onto the striped grind rail to the left and ride it back over to the small platform. Jump up to obtain the Special Ring, then grind the rail back to the Dash Panel. Shoot through the loop to the Goal Ring **(10)**.

BOSS

Mission

This boss fight has two different phases that repeat twice. Your overall goal is to defeat Captain Jelly, commander of the Sugar Armada ship. But the captain won't appear unless you sabotage his vessel first.

PHASE 1: HIT THE SWITCH.

The first objective is to traverse the deck to the back of the ship and "break" the blue-knobbed switch (circled in our screenshot) in order to halt the ship's functions. Batteries of cannons open fire as Sonic approaches.

Level Details

Rank	Score
S	2,000,000
A	1,750,000
B	1,350,000
C	1,000,000

Stage Length	Boss-only
Time Over	6:05
Starting Points / Points Deducted Per Second	950,000 / 2,600

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	1,000,000
1	750,000
2	650,000
3	200,000
4	100,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
YELLOW DRILL
Available in This Act
Always

Boss & Minions

CAPTAIN JELLY
Points: 100,000

PIRATES
Points: 5,000 apiece

SWEET MOUNTAIN - BOSS

The cannons fire two types of projectiles: all-red cannonballs that release a spray of Rings when destroyed, and regular striped cannonballs that simply explode. Use quick, repeated Homing Attacks to bounce forward from one cannonball to the next. Note that when you destroy any all-red cannonball fired by the lone cannon on the back wall of the second tier, Sonic picks up Yellow Color Power!

When you finally bounce up cannonballs to the switch, nail it with one last Homing Attack to shut down the pirate ship temporarily. As the ship drops, Sonic leaps off and drops onto the nearby dock.

PHASE 2: DEFEAT CAPTAIN JELLY.

Soon Captain Jelly and a crew of Pirates bounce down to the dock and attack. A maximum of five Pirates attacks with their Captain in this first wave. The key here is to punch rapidly at the Jump button to zap Pirates until their crowd thins a bit, then turn your attention to Captain Jelly. The Captain is invulnerable when he jumps into the air, so keep your distance and wait until he lands before launching a Homing Attack at him. Three good Homing Attack hits (or one Yellow Drill hit) send him back to his quarters onboard.

DIG TACTIC

When Captain Jelly lands on the ground after a jump and starts laughing, activate the Yellow Drill and excavate through the ground under him. Then follow the red Jelly icon arrows up to strike the Captain from beneath! Just one hit by Sonic in Yellow Drill form sends Jelly retreating back to his ship.

REPEAT THE PHASES.

Sonic automatically returns to the deck to face the cannons again. Repeat the cannonball bounce (including a red one from the lone cannon on the small platform above the second tier to acquire Yellow Power) until you can hit the blue-knobbed switch again to bring back Captain Jelly and his Pirates. This time, the Pirate swarm is *much* thicker—a maximum of 50—so you'll have to do some rapid tapping to keep jumping and attacking the minions. If it gets too intense, activate Yellow Drill to dig down for some easy Color Bonus points. Again, watch out for Moles!

Once the area is less crowded, get your hits on Captain Jelly to end the Act. As the captain goes haywire, be sure to run back and forth to scoop up the dozens of Rings he expels.

NEW AREAS UNLOCKED!

Three new theme parks open up after you defeat both Captain Jelly (the Sweet Mountain boss) and the Frigate Orcan (the Starlight Carnival boss): Planet Wisp, Aquarium Park, and Asteroid Coaster. You can play them in any order, or you can jump amongst the three parks.

However, we suggest that you play Planet Wisp, Act 1 first to unlock the Pink Spikes form, then jump over to Asteroid Coaster, Act 1 to unlock Purple Frenzy. Once you do that, you'll have all seven Wisp Color Powers available for use.

This lets you play through the remaining parks in any order you want without needing replays to fully explore each Act. You can also go back to replay earlier Acts to explore previously inaccessible areas.

PLANET WISP

ACT 1

Mission

This is a long mission that offers multiple path levels through the area. You finally get Pink Spikes, which allows Sonic to roll up walls, along ceilings, and into tight areas. You can also use Orange Rocket to claim a couple of high-floating Special Rings. The Act ends with a wild sprint along a multi-level bridge.

PINK SPIKES!

Planet Wisp, Act 1 introduces Pink Color Power. After completing this mission, Pink Wisps occupy all Pink Wisp capsules, including those found during replays of earlier stages.

SPECIAL RING!

An opening sprint to a banked track features a nifty trick right away. On the second bank, get up high to reach the Dash Panels that shoot Sonic right into a White Wisp capsule **(1)**. Go through the loop that follows and press the Boost button before hitting the Ramp. This propels Sonic high enough to hit the Dash Rings and Rainbow Ring. These, in turn, bounce Sonic onto a collapsing bridge, so keep running! As you approach the far side, jump and attack the Spring to bounce over to a sideways track on the right side of the canyon.

Level Details

Rank	Score
S	1,700,000
A	1,400,000
B	1,100,000
C	800,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

ORANGE ROCKET

Available in This Act

Always

Wisp Power

PINK SPIKES

Available in This Act

Always

Enemy Types

EGG PAWNS

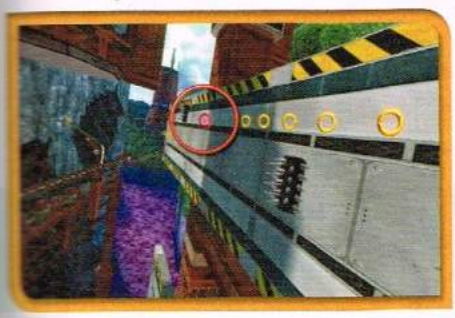
Points: 1,000

SPINNER

Points: 500

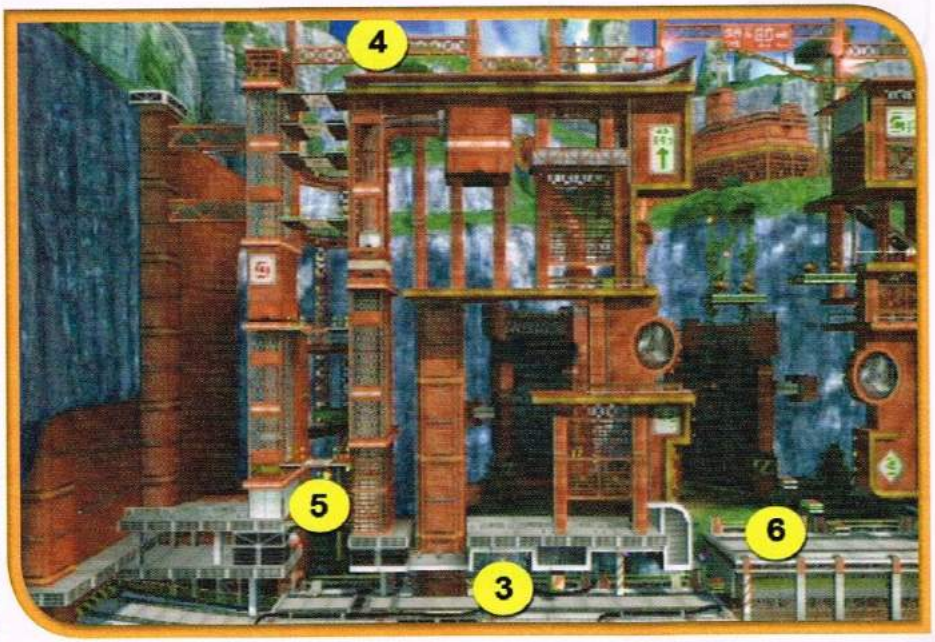
PLANET WISP - ACT 1

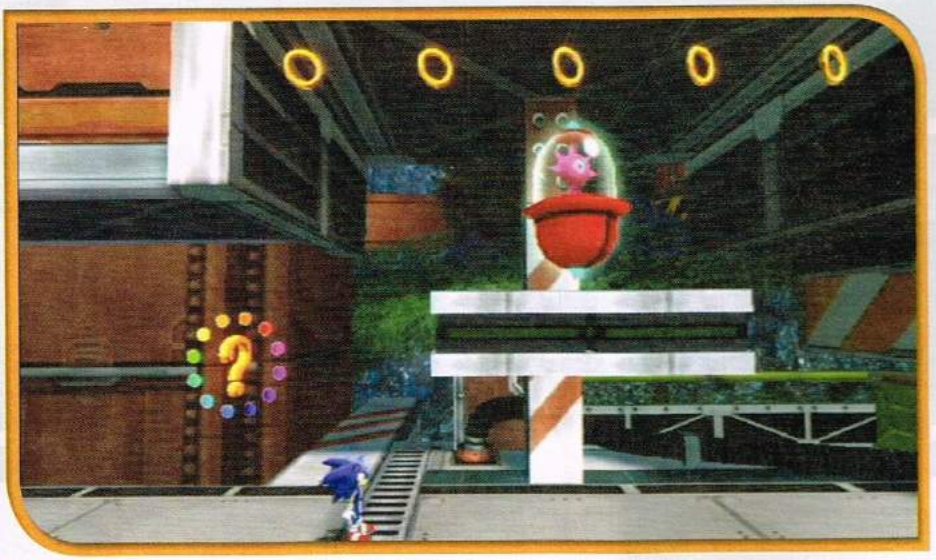
Don't stop running or Sonic will slide off the track into the river and you'll lose a try! The sideways track features some spiky obstacles. Quick Step to the far-left (lowest lane) to avoid two spike rollers blocking the center and right lanes. Immediately Quick Step twice to the far-right (highest lane) to miss another spike roller in the center lane. The moment Sonic collects the Special Ring **(2)** in the rightmost lane, Quick Step left to avoid the last spiky roller.



Springs kick Sonic onto a grind rail. Quickly Grind Step to the left or Sonic drops into the river below and you lose a try. Keep watching ahead as you grind; be prepared to Grind Step to a new rail if the one Sonic is on ends.

If you make it to the end of the grind rail, Sonic ends up at the bottom of a huge structure. (Our screenshot gives you a full view.) Proceed to the Pink Wisp capsule on a low platform—this is the first time you find one filled with Pink Wisps! If you want to use Pink Color Power to pick up a hefty Color Bonus (3,5000 per second in Pink Spikes form) and spend some extra time collecting Rings, read on. But if you're looking for a faster time with detours only for special items, skip the next couple of paragraphs and jump ahead to the next Special Ring section.

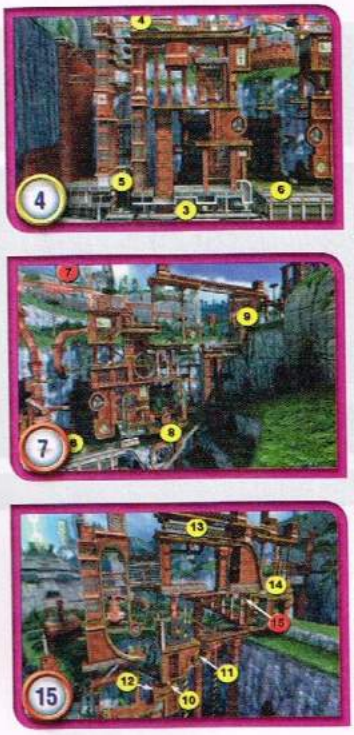




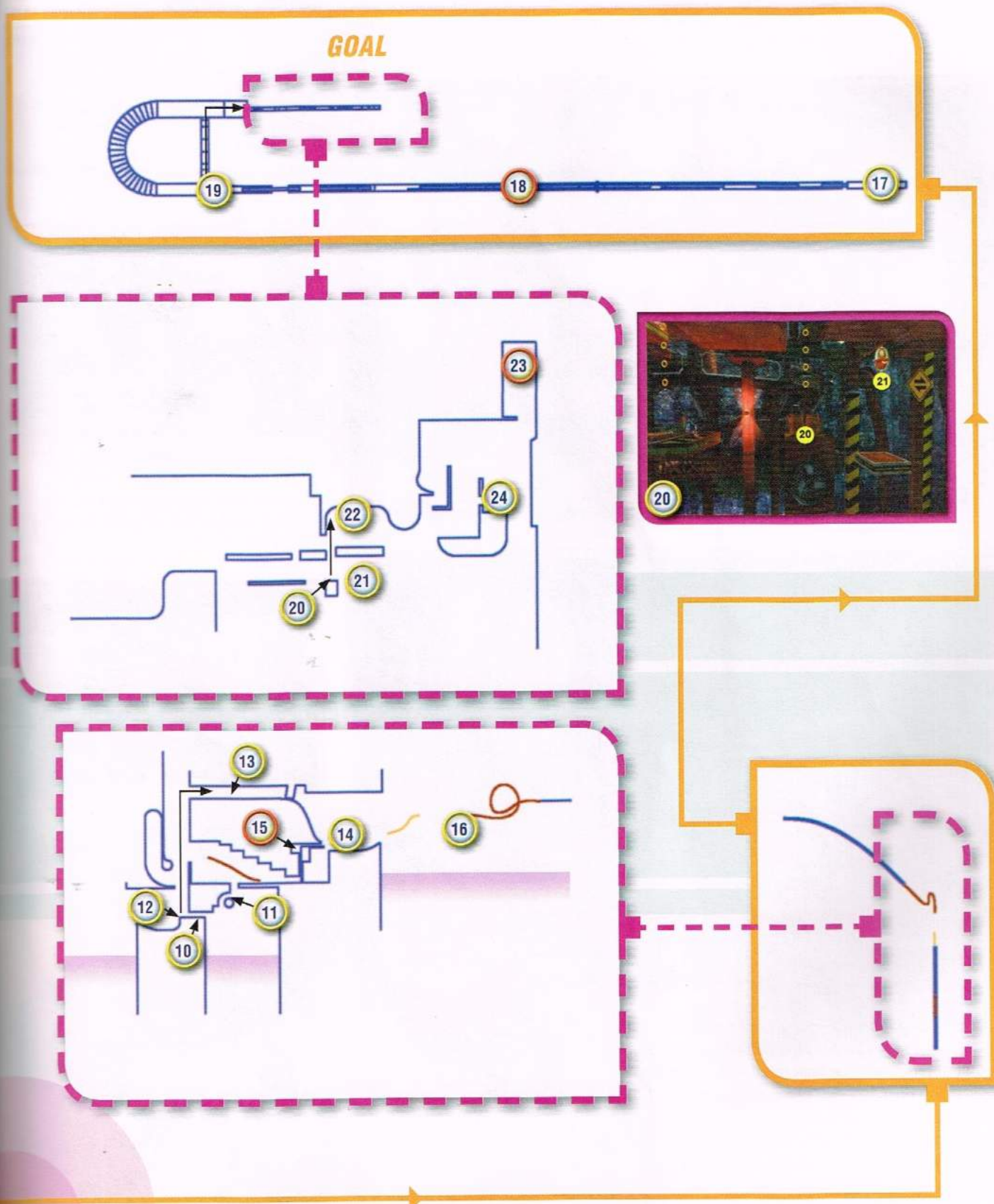
Optional: Collect the Pink Wisp capsule **(3)**, activate Pink Spikes, and jump to the ceiling. Then simply hold the movement controller to the right and let the spikes roll until the form expires! The Pink Spikes pick up Rings lining the ceilings and walls as they climb to the top of the structure **(4)**.

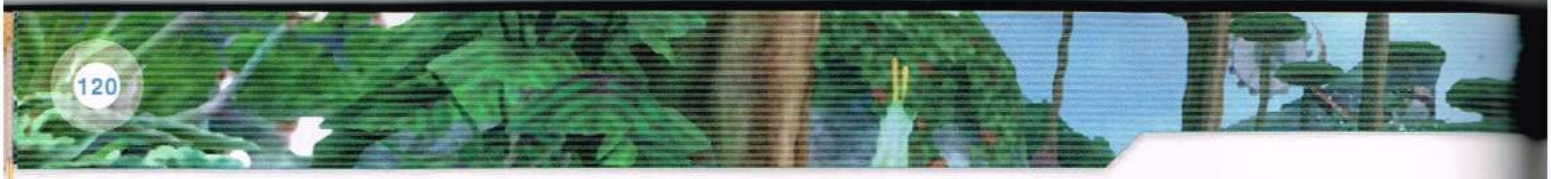
LEGEND

- Special Ring
- Grind Path
- Wire Path

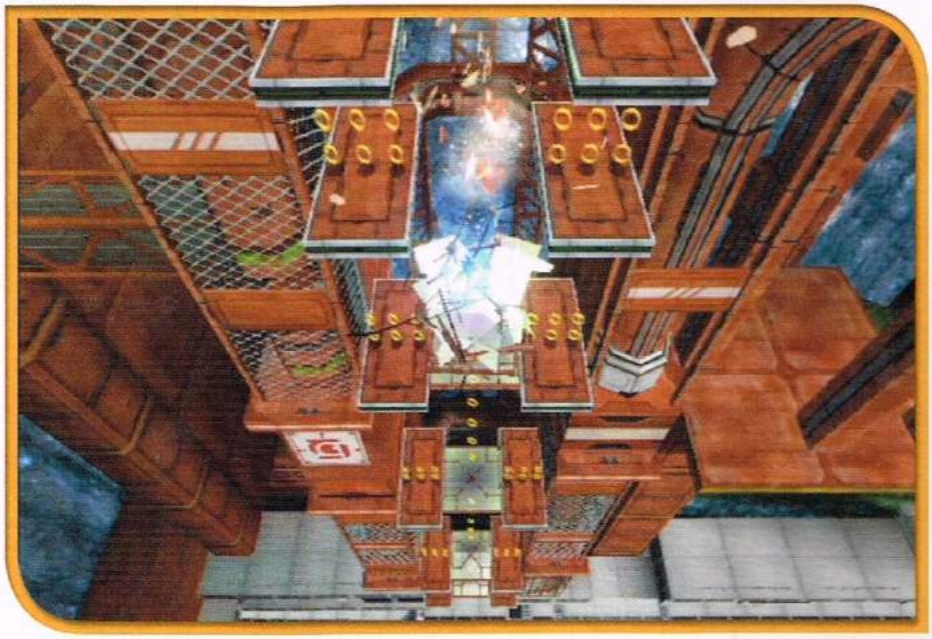


PLANET WISP - ACT 1





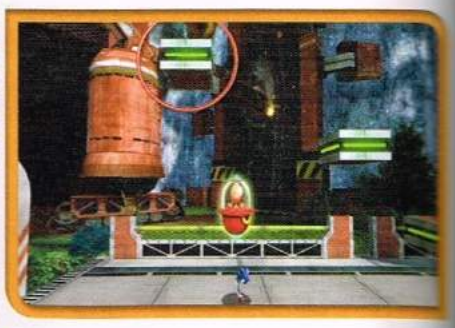
When Sonic returns to his regular form, walk onto the glass bridge and use Stomp to smash through that top bridge, plus six more beneath it. Sonic ends up next to an Orange Wisp capsule **(5)**. Tag it and move to the center of the bridge to activate Orange Rocket for another Color Bonus of 27,000 per second in rocket form.



Float to a landing atop the structure; look for a pair of Super Rings on the way down. After Sonic lands, run to the right and take a small step off the curving ramp. Let Sonic fall all the way to the ground level of the structure.

SPECIAL RING!

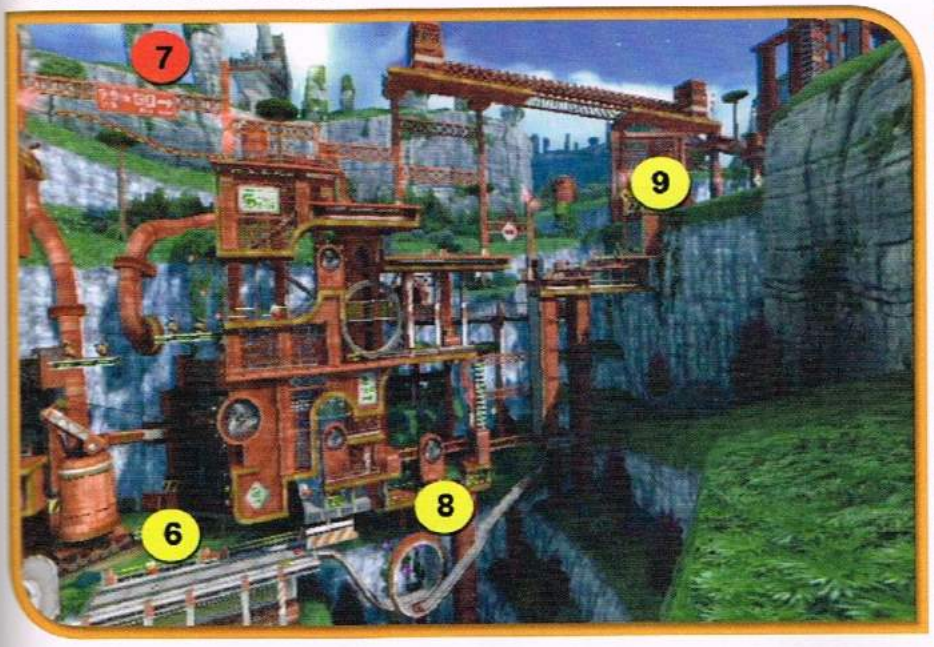
Work your way rightward to the Orange Wisp capsule **(6)** at the bottom of the structure. Position Sonic directly underneath the capsule and jump straight up to hit it. Launch the Orange Rocket from this exact spot so that it slams through all of the Spinners hovering up the shaft. But don't hit the moving platform above! Wait until the platform moves to its leftmost position before activating the Orange Rocket.



As Sonic floats back down, descend through the Special Ring **(7)** that hovers above the structure. Land on the grind rail and ride over to the next big structure.

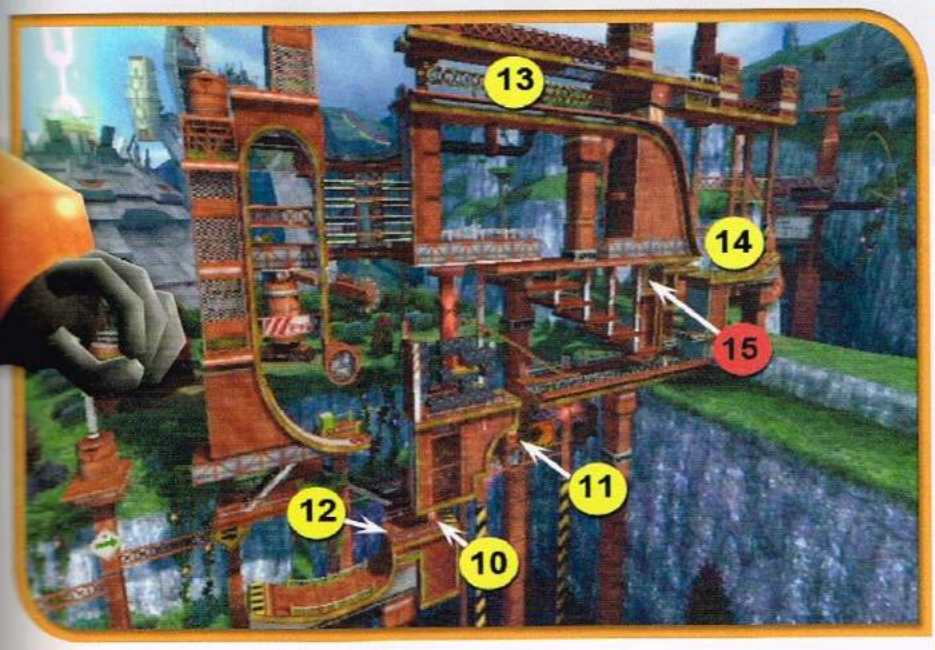
PLANET WISP - ACT 1

Here's a full view of the second structure:



There are a number of ways to make your way through the second structure. Grind/hop across the top, or run (with a Boost) through the loop in the middle. You can also roll as Pink Spikes across the bottom via shafts and ceilings; use the blue button **(8)** to extend a staircase to the wall. Whatever route you choose, Sonic ends up at a checkpoint **(9)** and a Ramp that propels him into a Bonus Trick Jump across a canyon to a third towering structure. (You must complete all five parts of the Trick Jump or Sonic falls into the canyon and you lose a try.)

Here's a wide view of the third structure:



1-UP & SPECIAL RING!

Get the Pink Wisp capsule **(10)** and roll as Pink Spikes over to the Orange Wisp capsule **(11)** atop the circular fan housing. Attach to the wall and simply roll to the right (smashing through a block stack) until you return to the Pink Wisp capsule where Sonic started. Don't roll through the capsule, though! Let the Pink Spikes expire.

Now stand at the leftmost edge of the walkway **(12)** and activate the Orange Rocket. The shot shatters four glass bridges as it propels Sonic into the sky. Float back down so that Sonic lands in one of the Rainbow Rings. This propels him into a room with a 1-UP **(13)**!

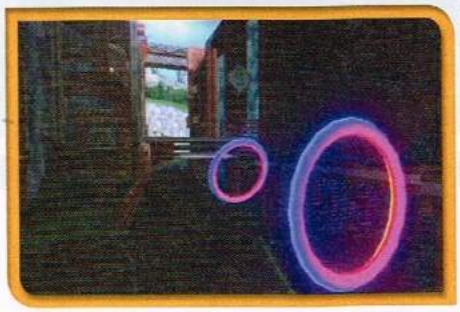
Exit by ducking under the low wall to the right and slide down the slope to this location **(14)**. Turn around and hop back across onto a very narrow ledge, then crouch to proceed down the narrow horizontal shaft to the Special Ring **(15)**.

Drop down the vertical shaft, duck under the low wall to the right, and work your way up the Pawn-patrolled platforms back here **(14)**. Whew! Now you can target the zip-line wire handle, ride it to the grind rail **(16)**, and ride that across the canyon to a track where Sonic keeps running until he crosses the last checkpoint **(17)**. Get ready for a fast and furious dash across a long, multi-level bridge.

SPECIAL RING!

The bridge's multiple levels provide many options as you follow it down the long canyon. But if you want to collect the next Special Ring **(18)**, stay on the top level until Sonic reaches the short tunnel. Upon entering the tunnel, immediately Quick Step to the leftmost track to hit the Ramp that propels Sonic through the Special Ring.

Stay on the top track to hit a pair of Rainbow Rings that bounce Sonic onto a shortcut route **(19)**. Follow that to the Dash Panels that send Sonic to the right toward one final structure.



SPECIAL RING!

One last Special Ring remains. After sprinting up the steep slope and using the device to shoot across the gap, cross the platform and hop onto the fan housing with two destructible barrels **(20)**. Hop over to the platform underneath the Orange Wisp capsule **(21)**, ride it up, and hop up to tag the capsule. Hop back onto the fan housing **(20)**, center Sonic under the vertical line of Rings, and activate the Orange Rocket. It hits a ceiling and drops Sonic right on top of a Pink Wisp capsule **(22)**.

Activate the Pink Spikes, jump up to attach to the ceiling, and roll to the right. Keep rolling all the way up the tower! Sonic eventually rolls through another Pink Wisp capsule on a high platform to refill the power gauge. Roll on up over the Special Ring **(23)** and drop through it. Land on the platform with the Pink Wisp capsule and bounce the Pink Spikes over to the rightmost wall. Roll down and bounce into the Goal Ring to end this challenging Act.

ACT 2

Mission

Follow the path we provide here to get through this Act very quickly. You collect a trio of Special Rings right away. Start by Spring-bouncing up atop the two stacked white boxes, then Stomp to smash down through them.

THREE SPECIAL RINGS!

Proceed up the box-steps and stand atop two more stacked white boxes. Use Stomp so that Sonic hits a Spring. This bounces him up through a floating Special Ring above **(1)**.

Level Details

Rank	Score
S	1,000,000
A	850,000
B	650,000
C	400,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

PURPLE FRENZY

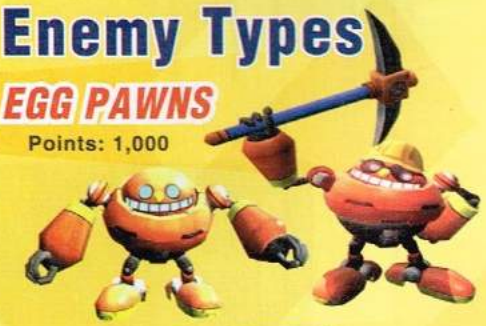
Available in This Act

After you clear Asteroid Coaster: Act 1

Enemy Types

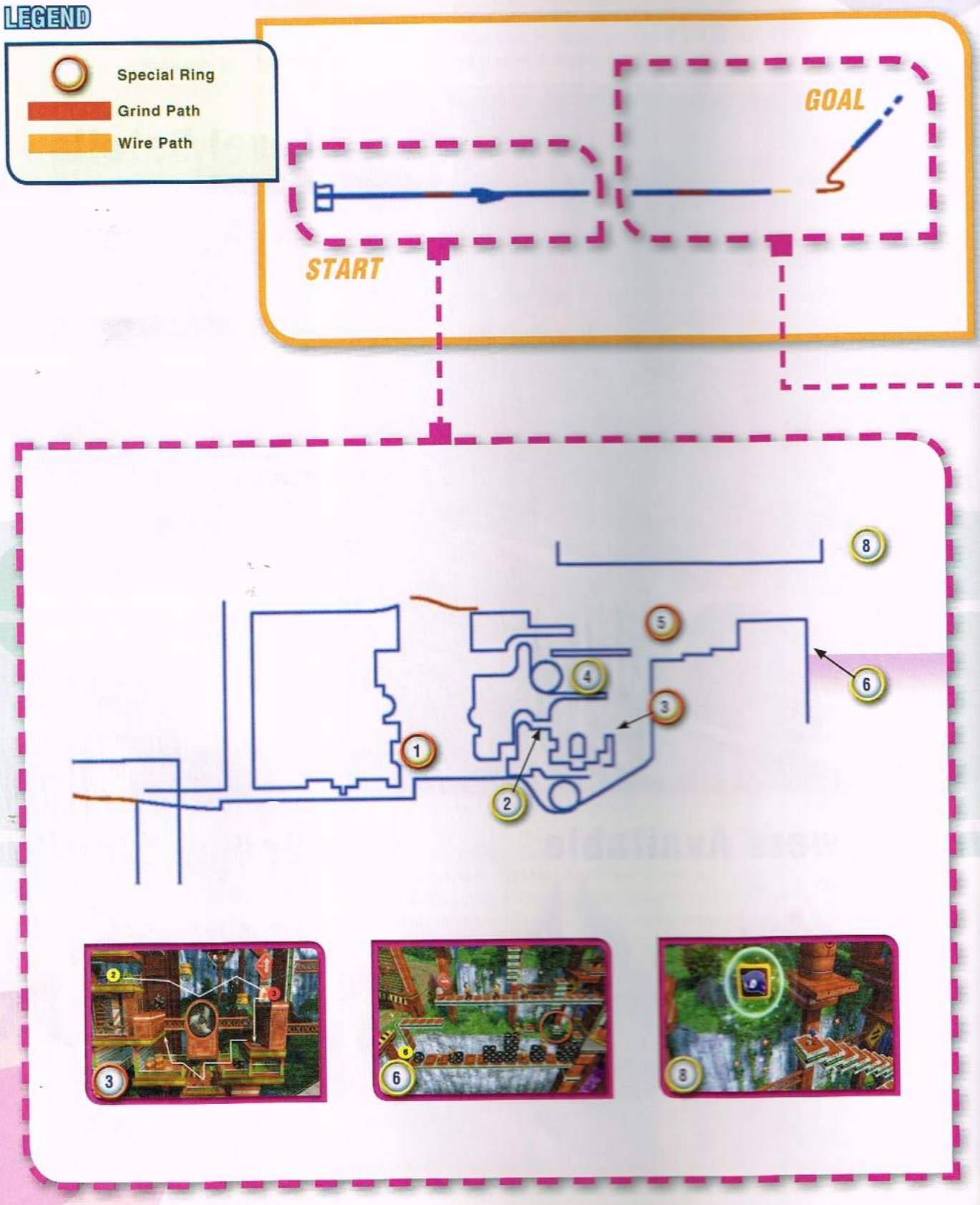
EGG PAWNS

Points: 1,000

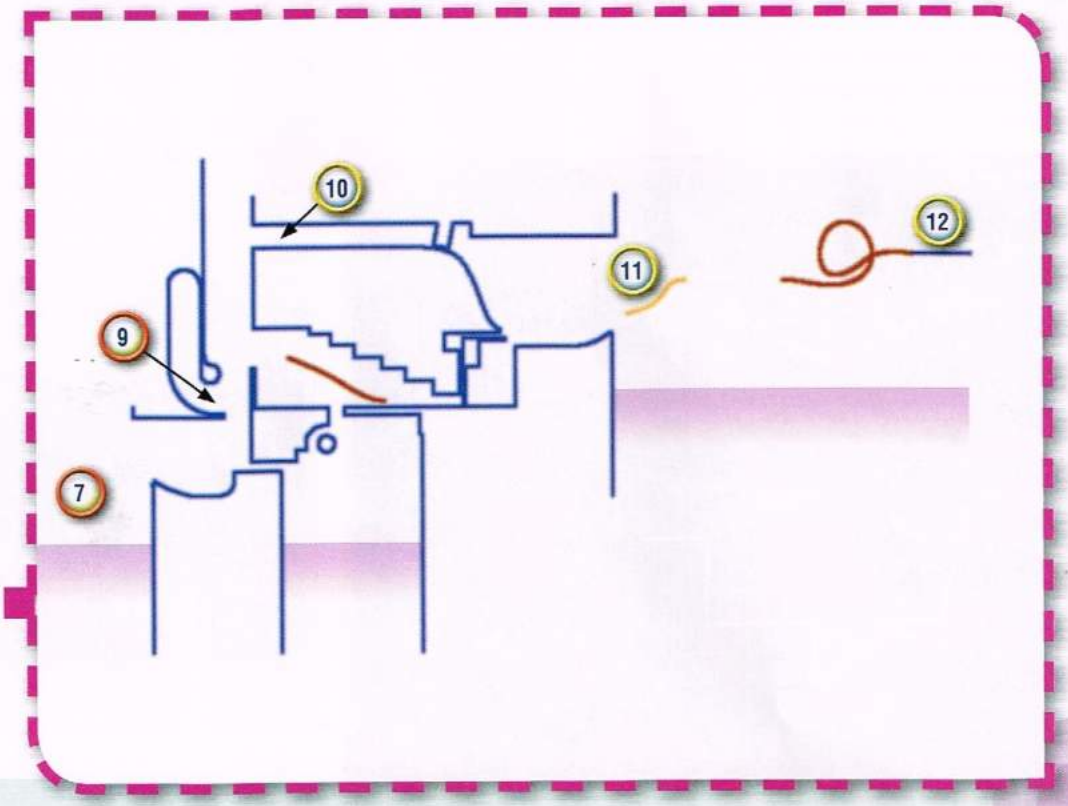


SPRINKLER

Points: N/A


LEGEND
Special Ring
Grind Path
Wire Path
GOAL
START
8
5
4
6
3
1
2
3
6
8

PLANET WISP - ACT 2



Nail the Egg Pawn miner and work your way to the winch handle. Use it to ride up to a ledge **(2)** overlooking an open area with a fan housing in the middle, a Special Ring **(3)** on the opposite ledge, and a nasty pair of Sprinklers spewing spiky mines from above. Timing your jumps to avoid mines, leap onto the top of the fan housing then across to the Special Ring. Drop down onto the blue button directly below to lower a winch handle on the other side. Then carefully work your way underneath the fan housing and target the winch handle to ride up out of the area.

If you've already completed Asteroid Coaster, Act 1, and thus have Purple Color Power unlocked, collect the Wisps and skip ahead to our **special color section**.

If not, and the capsule is empty, use Homing Attacks to bounce through the Egg Pawn miners and reach the blue button (circled in our screenshot). Step on the button to lower the bridge stairs to the left and above. Work your way back to the Spring **(6)**, bounce up to the ledge on the left, and then jump across to the newly formed staircase.

From the winch platform, jump into the Rainbow Ring to ricochet through other Rainbow Rings and propel through a loop **(4)** that shoots Sonic to the top level of the structure. Continue over crates and Egg Pawn miners to the moving spike platforms. Use them first to reach the Special Ring **(5)** on the platform to the left.

Now use the moving spike platforms again to reach the next ledge to the right. (If Sonic accidentally falls down into the space just below the ledge, push out the bottom block in the stack of three and start over.) Run through the checkpoint and drop down to the bridge to the Purple Wisp capsule **(6)**.

PLANET WISP - ACT 2

PURPLE FRENZY ONLY!

SPECIAL RING!

After collecting the Purple Wisp capsule, nail the first two Egg Pawns to the right to bring down a pair of mine-spewing Sprinklers. Now activate Purple Frenzy and chomp your way across the bridge. Be sure to hop upward as you go and chew through the higher blocks—because one block (circled in our shots below) hides a Special Ring **(7)**. Chomp all the way across to the right wall to reveal and hit a blue button, which lowers the bridge above Sonic.

Note that if Sonic's chomp-fest doesn't quite reach the right wall and reveal that blue button, make sure to nail all the Egg Pawns to trigger the drop of a winch handle. Ride the handle up to the winch, then hop over to the blue button on the small platform. This lowers the bridge above Sonic, as well. Now work your way back to the Spring **(6)**, bounce up to the ledge on the left, and then jump across to the newly formed staircase.

1-UP & SPECIAL RING!

Fight your way to the blue button on the upper bridge, which activates two sets of moving stairs above. Use these stairs to get close to the 1-UP **(8)** floating overhead to the left. Jump to get it, then use the moving stairs to climb to the next platform to the right.

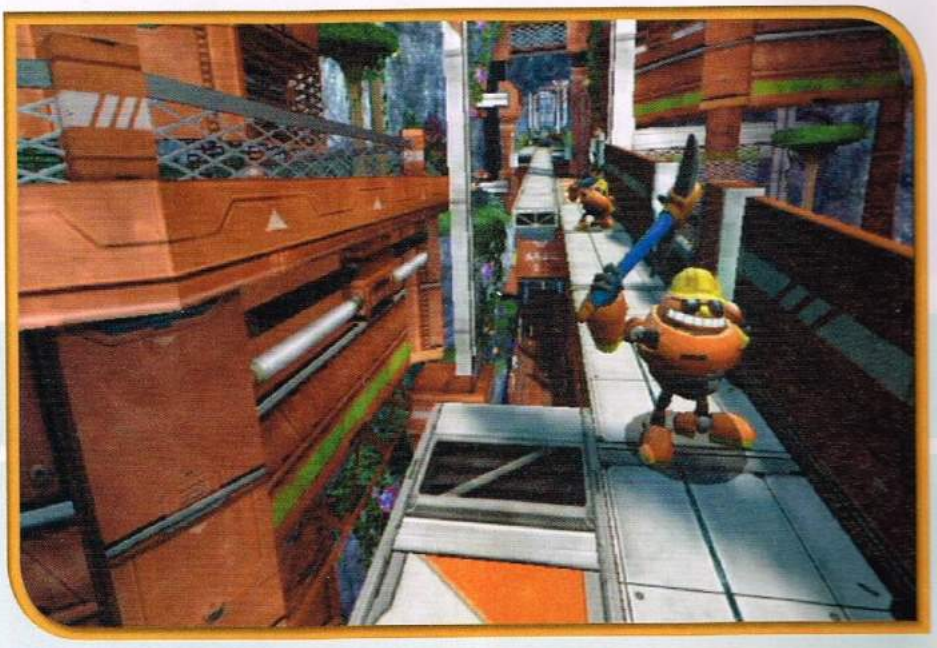
Stomp down through the vertical stack of destructible white boxes. This drops Sonic onto a Dash Panel, which propels him up a curve into a series of four Rainbow Rings. After Sonic bounces up through these Rings, veer slightly left as he falls back down in order to land on the final Special Ring **(9)**. Now hop into the four Rainbow Rings again. At the top of the bounce, target the nearby Spring to the left (circled in our screenshot below).

This bounces Sonic upward; he then ricochets off four more Springs before landing on a walkway **(10)** at the top of the structure. Head to the right, then slide under the low wall and down to the lower walkway where a Dash Panel propels Sonic across a chasm onto a grind rail **(11)**. From there, ride across to the final platform and duck under another low wall to reach the Goal Ring.

ACT 3

Mission

In this Act, Sonic speeds across the bridge, down the long canyon you saw back in Act 1. Things are different here, however—much different. You start with an unstoppable track sprint across the bridge with a pair of Egg Chasers out in front, firing their lasers back at Sonic. Use Quick Step side to side to switch lanes, and use Boost to speed ahead to lane changes and Quick Step out of the Egg Chaser firing lines. Use simple Spin Attacks to nail Egg Pawns along the route.



Level Details

Rank	Score
S	1,200,000
A	1,000,000
B	800,000
C	550,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

Wisp Power
BLUE CUBE
Available in This Act
Always

Enemy Types

EGG CHASER
Points: N/A

EGG PAWNS
Points: 1,000

SPINNER
Points: 500

PLANET WISP - ACT 3

BRIDGE LEVELS

The long bridge features three levels of tracks. The top track is hardest to stay on. The bottom track is much easier to negotiate, but it's still possible to fall off into the water below and lose a turn.

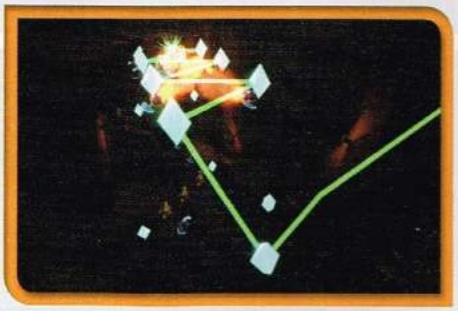
Keep an eye out for the lone Cyan Wisp capsule **(1)** as you cross! (It proves to be quite handy on the far side of the bridge.) To reach it, Quick Step over to the leftmost lane as you enter the rock tunnel about halfway across the bridge. Sonic runs into a Rainbow Ring that propels him right through the Cyan Wisps.

SPECIAL RING!

It isn't easy to stay on the top-level track all the way across the bridge, but if you manage to do it, you'll reach a Ramp near the end that launches Sonic over a long gap in the track. This leap also shoots Sonic right through a Special Ring **(2)** that hovers high in the air.

SPECIAL RING & 1-UP!

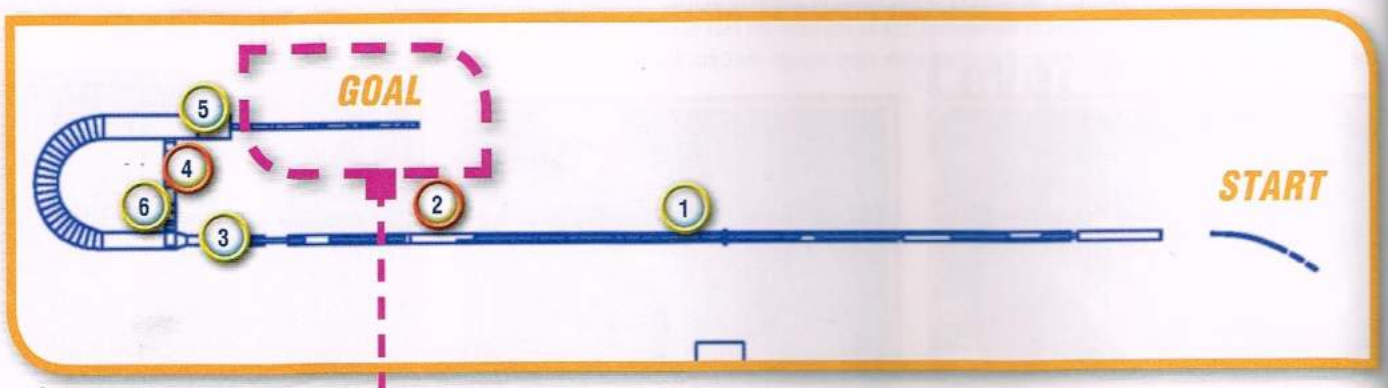
At the far end of the bridge you find a few prisms **(3)** floating up ahead. Face the one on the ground and activate the Cyan Laser for a spectacular shot that zaps Sonic through a high floating Special Ring **(4)**, plus an entire flight of Spinners! Sonic ends up at the end of a curving canyon, standing at the base of the final structure **(5)**... and facing back toward the camera!

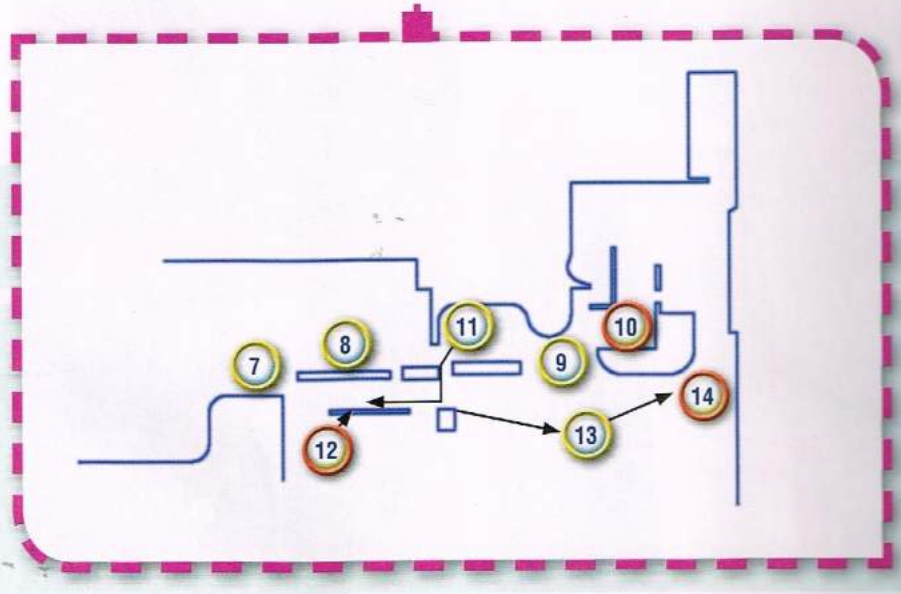


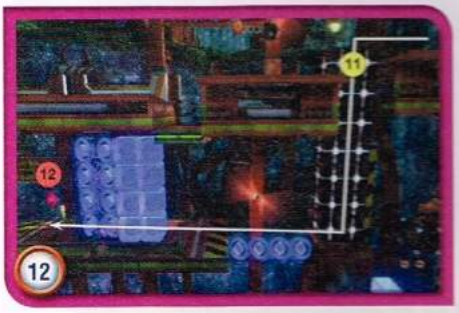
The direction Sonic faces is a clue that something else lies behind you, if you want it! Walk toward the camera along the right wall until the camera view flips around behind him. Now turn left down the walkway to find a 1-UP **(6)**. Jump to grab it, then retrace your steps back through **(5)** to the structure.

LEGEND

Special Ring





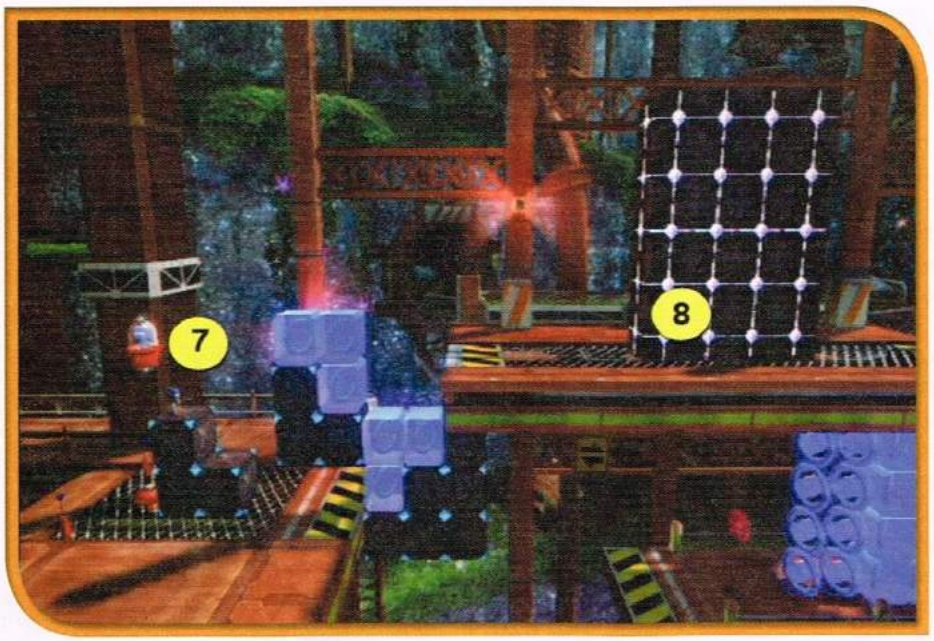


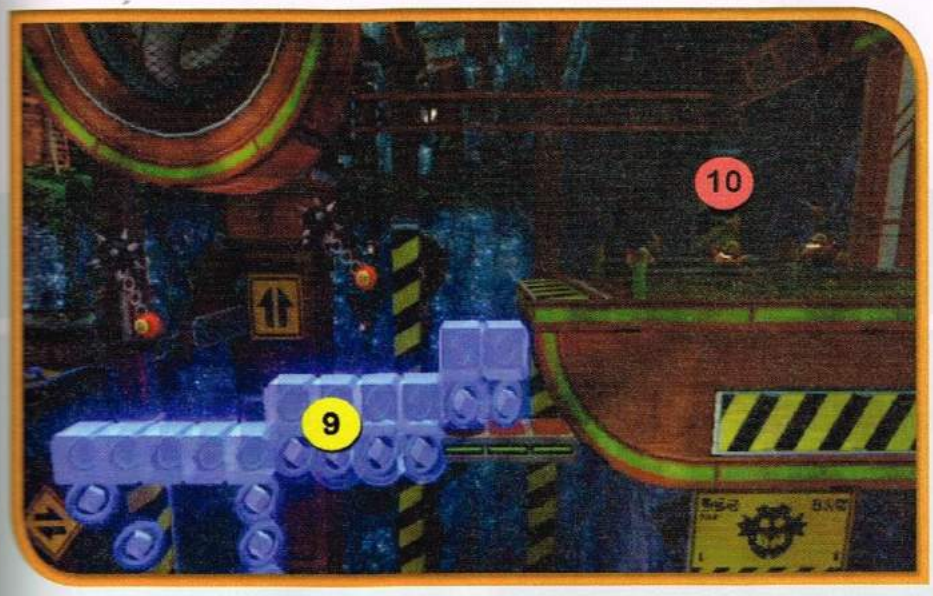
PLANET WISP - ACT 3

SPECIAL RING!

Run through the Dash Ramp to climb the steep slope and land on a Spring that bounces Sonic up into a Blue Wisp capsule **(7)**. Although some Blue Blocks lie just ahead, don't activate Blue Cube yet. Use the blocks to jump across to the next platform and walk up to the tall stack of white-lit blocks. Now use Blue Cube to shatter this stack.

Continue on to the right, blasting Egg Pawns and avoiding the twirling spiky mines. Let Blue Cube expire before reaching the next gap so Sonic can cross on a bridge of Blue Blocks-**(9)** to the next platform where three Egg Pawn miners stand guard. Nail all three of the pawns to spawn a Special Ring **(10)** that appears in the air above where they stood. And when you collect the Special Ring, a Blue Wisp capsule spawns on the edge of the platform. Get this now, but don't use it yet.



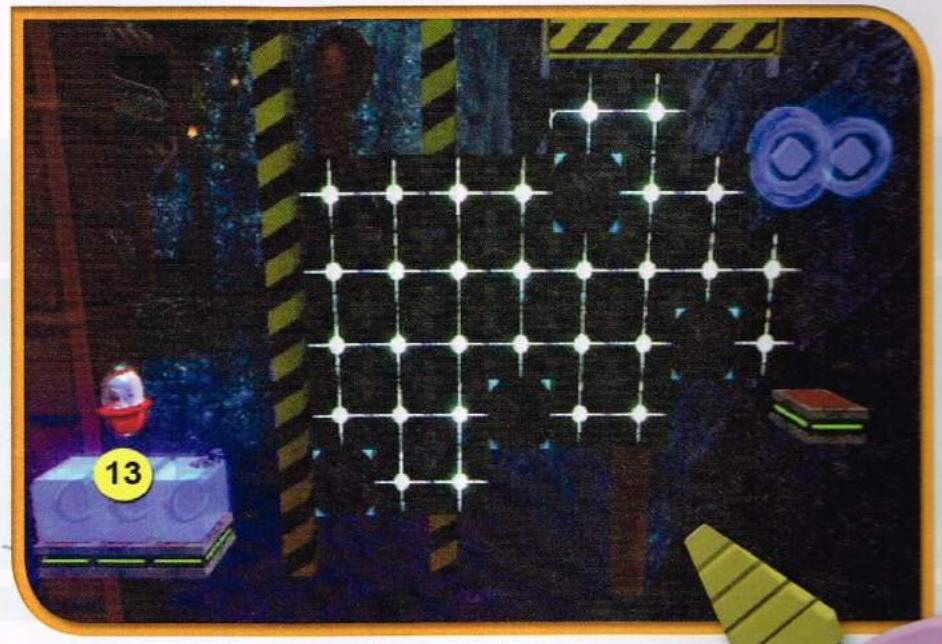


Go back across the Blue Block bridge to the stack of dark blocks **(11)** between the platforms. Hop atop this stack and activate Blue Cube to shatter the stack; Sonic drops to the level below. Remember, you can activate Blue Cube multiple times, toggling Blue Blocks/Rings back and forth, while there's still time on the color gauge. Quickly cross the small Blue Block bridge to the left and collect some of the Blue Rings to make a passage to the Blue Block columns. Then activate Blue Cube again and walk through the new Blue Rings to the Special Ring **(12)** just beyond.

SPECIAL RING!

Hop back across the gap. (It's no longer a "bridge" because the solid Blue Blocks revert to Blue Rings.) Work your way to the right, nailing Egg Pawns as you cross the Blue Block sections on the lower level until reaching a regenerating Blue Wisp capsule **(13)**. Hit the capsule, stand on the rightmost Blue Block, and try to do the next few steps quickly so you don't have to return to it more than once.

Activate Blue Cube so that blocks shatter nearby to the right. Hop across to the indestructible block and immediately use Blue Cube again to shatter more blocks to the right. Then hop to the next indestructible block and repeat one more time before the color gauge expires. Now your way is cleared up to a Special Ring and the Goal Ring. But to get there you must return to the Blue Wisp capsule again. Hop carefully back left to collect the Blue Wisps **(13)**, then hop to the right up the highest block (circled in our screenshot), left of the two Blue Rings.

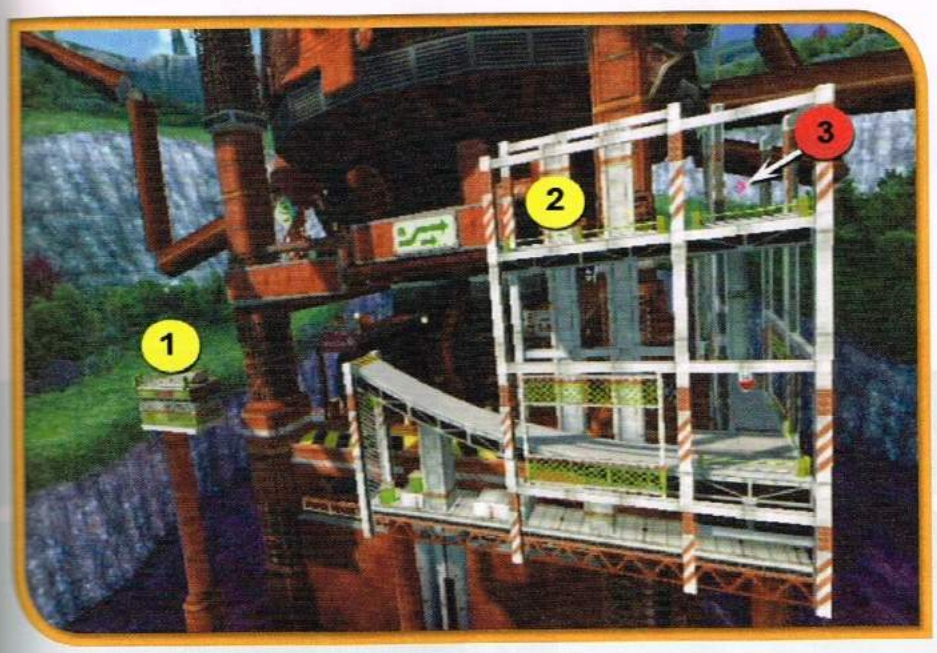


Now you can activate Blue Cube again to turn the Blue Rings above into solid Blue Blocks. Hop up the blocks through the Special Ring **(14)** to the Goal Ring to complete the Act!

ACT 4

Mission

This Act features another tall, circular tower. Sprint through the opening track sequence and complete the Trick Jump. Sonic lands on a collapsing bridge, so don't stop running! When he reaches the base of the tower, he's on a small platform **(1)** with a Ramp.



Level Details

Rank	Score
S	800,000
A	700,000
B	600,000
C	400,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

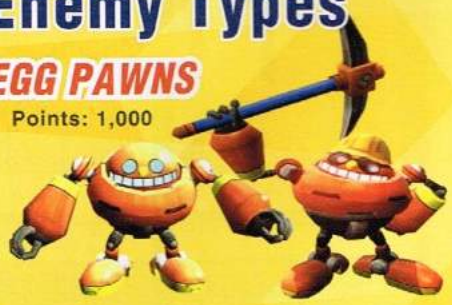
Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

Wisp Power
ORANGE ROCKET
Available in This Act
Always

Enemy Types

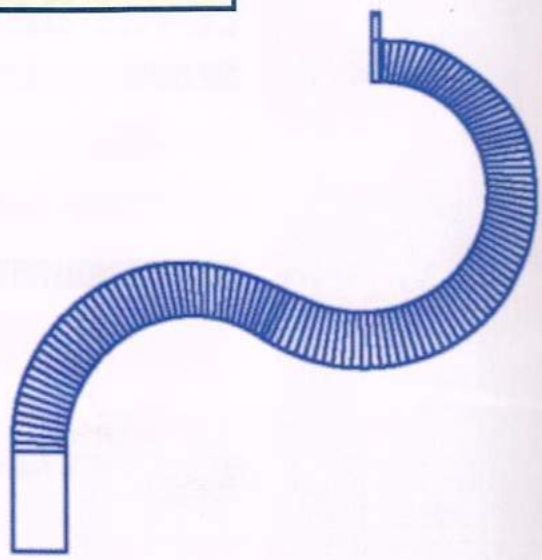
EGG PAWNS
Points: 1,000

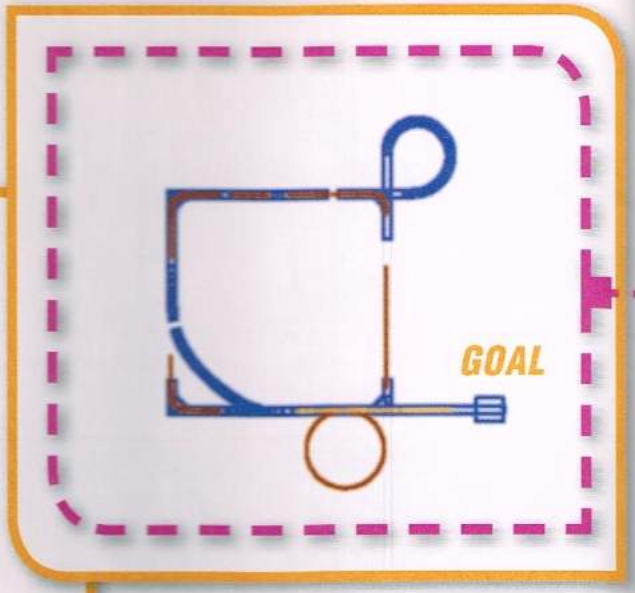


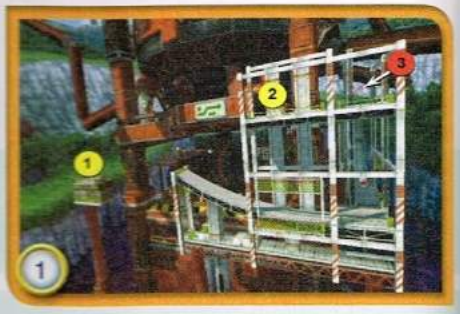
SPINNER
Points: 500

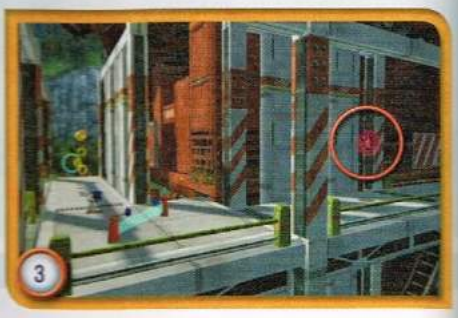
LEGEND

- Special Ring
- Grind Path
- Wire Path





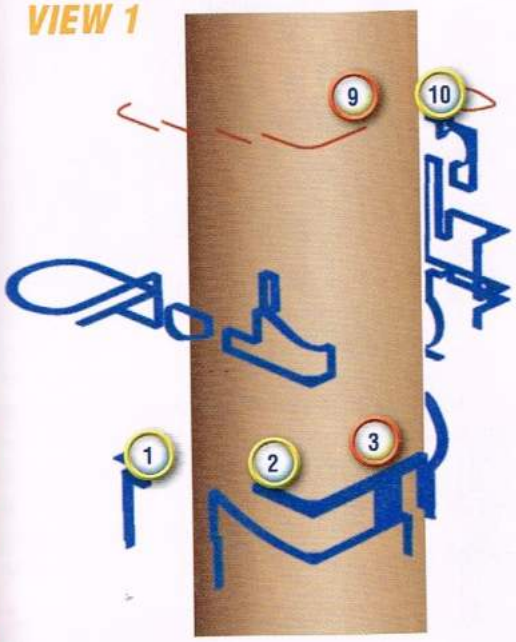




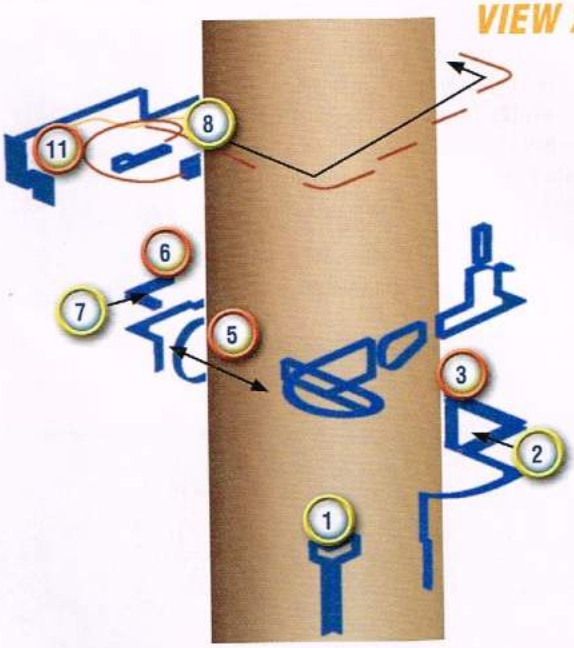
START

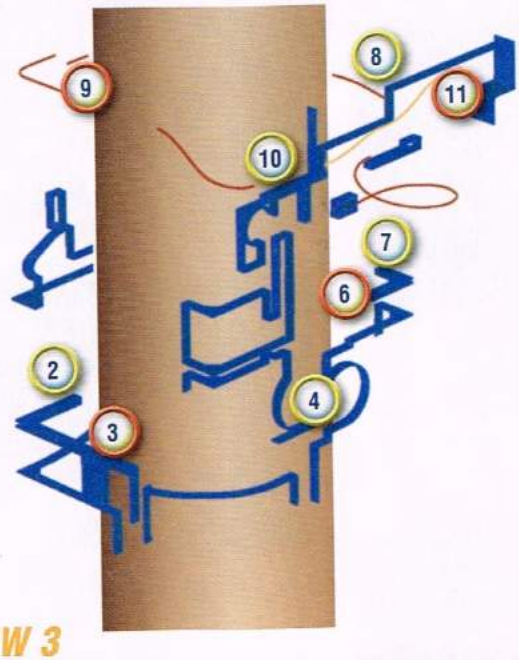
PLANET WISP - ACT 4

VIEW 1

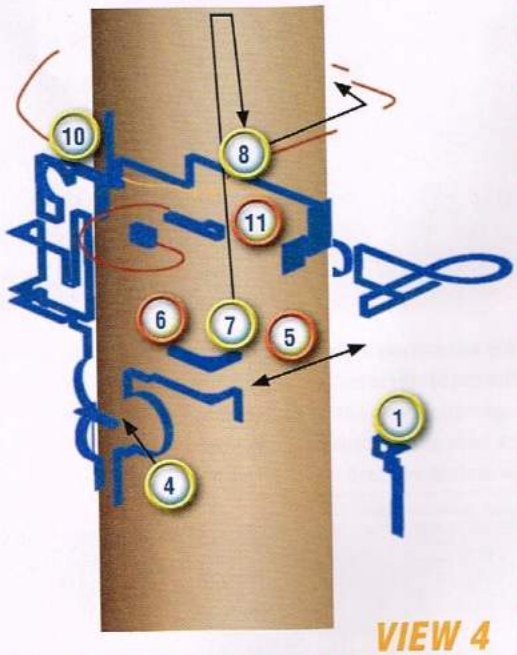


VIEW 2

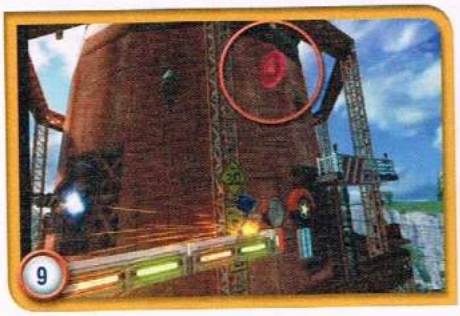




VIEW 3

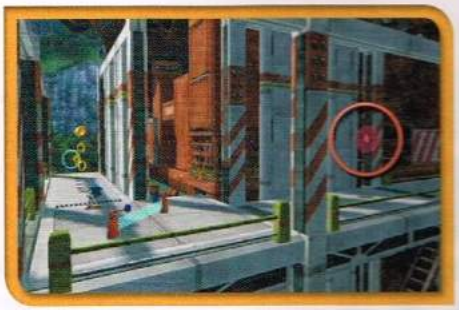


VIEW 4



THREE SPECIAL RINGS & 1-UP!

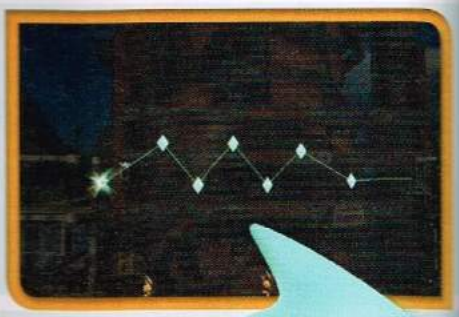
Now you can collect three Special Rings in fairly quick succession. First, use Boost up the Ramp to shoot through three Rainbow Rings before landing up on a high walkway **(2)**. (If you don't use Boost, Sonic misses the Rainbow Rings and ends up on a lower walkway where he can't reach the Special Ring.) Walk through the checkpoint, then grab the first Special Ring **(3)** just beyond.



Hop down to the next walkway and zap the Egg Pawn miners. Use the Spring to bounce over to the next walkway and nail another pawn, then use Boost to sprint through the pair of half loops **(4)** to end up on a higher walkway.

Follow that walkway around the corner and through a checkpoint until you reach a conveyor of small moving platforms **(5)**. These platforms carry some nice items, including the second Special Ring and a 1-UP. Careful, though—Egg Pawns with pickaxes ride on other platforms. From your left ledge, just step onto platforms and pluck items as they rotate past, then hop right back to the ledge to wait for the next one. Be sure to nab the Cyan Wisp capsule; you need it to reach the third Special Ring.

When you've got all you want, step onto a moving platform and ride across to the right side. Hop onto the larger platform there—it moves up and down, so if it's out of reach the first time, keep riding and catch it on the next loop. When you get onto the larger platform, turn to face left. At the highest point, look for a prism in front of Sonic. Activate Cyan Laser and aim at the prism to shoot Sonic through a series of prisms, plus an Orange Wisp capsule. He ends up on a high walkway **(7)**; follow it to the Special Ring **(6)**.



PLANET WISP - ACT 4

TWO SPECIAL RINGS!

That Orange Wisp capsule can provide a shortcut to the final two Special Rings *and* the Goal Ring in just seconds. Return to the edge of the platform **(7)**, marked with black and yellow stripes. Activate the Orange Rocket and don't touch any controls when Sonic floats back down. He lands smack dab on a high grind rail **(8)**.

Now Sonic can ride a series of six grind rails down to a platform **(10)**. But it's a tricky ride. Some rail transfers require a simple bounce through a Rainbow Ring, while others call for Homing Attacks on Spinners that let Sonic bounce far enough to reach the next rail. If you miss a rail and fall, Sonic is likely to land on a lower platform, but you'll have to work your way back up via another route.

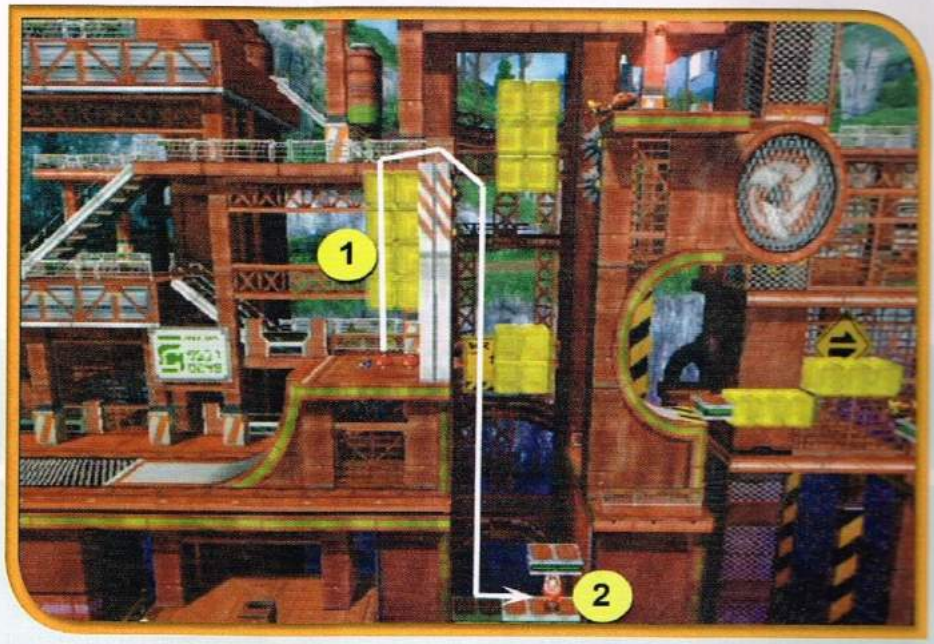
At the end of the fifth grind rail in the series you'll find a Special Ring **(9)** floating well above the rail. To collect it, let Sonic ride into the accelerator gun, rotate it so it aims straight up, then hit your Jump button to shoot straight up through the Ring. Immediately after collecting this, start pressing the Jump button again to target the Spinners across the next gap with Homing Attacks. Nail them to bounce over to the last grind rail. (You can also just drop back into the accelerator gun and rotate it toward the Spinners, then shoot Sonic out and start unleashing the Homing Attacks.)

If you make it across all six rails to the platform here **(10)**, just duck under the low wall to grab the zip-line wire handle and ride it through the last Special Ring **(11)** and right into the Goal Ring to complete the Act.

ACT 5

Mission

This mission features a fairly straightforward, linear path with a few interesting challenges. You initially face twin columns of destructible but regenerating amber blocks **(1)**. Use one of the Springs beneath to bounce up to the ledge just beyond the columns, then take a leap of faith down the shaft. (Watch out for the spiky protrusions from the top of the left wall!) Sonic lands next to an Orange Wisp capsule **(2)**.



Level Details

Rank	Score
S	650,000
A	550,000
B	450,000
C	200,000

Stage Length	Very Short
Time Over	2:30
Starting Points / Points Deducted Per Second	150,000 / 1,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

ORANGE ROCKET

Available in This Act

Always

Wisp Power

PURPLE FRENZY

Available in This Act

After clearing Asteroid Coaster, Act 1

Enemy Types

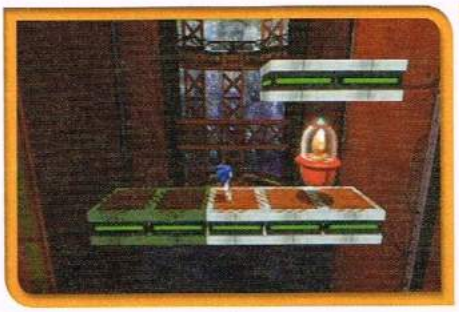
EGG PAWNS

Points: 1,000

PLANET WISP - ACT 5

TWO SPECIAL RING & 1-UP!

You get a nice trio of items right away. Collect the Orange Wisps and stand on the third floor panel from the right. Activate the Orange Rocket!



Let Sonic float back down without altering his descent; he lands on a tall stack of amber blocks. Now you can hop across to the right to a four-block row and claim the Special Ring **(3)**, circled in our screenshot below. Continue to the right, hopping across to the three-block row. Just to the right of that floats a 1-UP **(4)**. Jump off the row and drop through the 1-UP.

But that's not all—Sonic drops almost directly onto another Special Ring **(5)** (circled below) atop the structure below! After you grab it, hop to the ledge on the right. You look across a gap at two gun-toting Egg Pawns shooting through amber blocks. You must attack these two pawns with Homing Attacks to bounce across the gap, but *do not* jump all the way to the next platform! If you do, you can't come back and lose a chance at another Special Ring. Instead, land on the tiny platform where the second Egg Pawn gunner stood (also circled in our screenshot below).

SPECIAL RING!

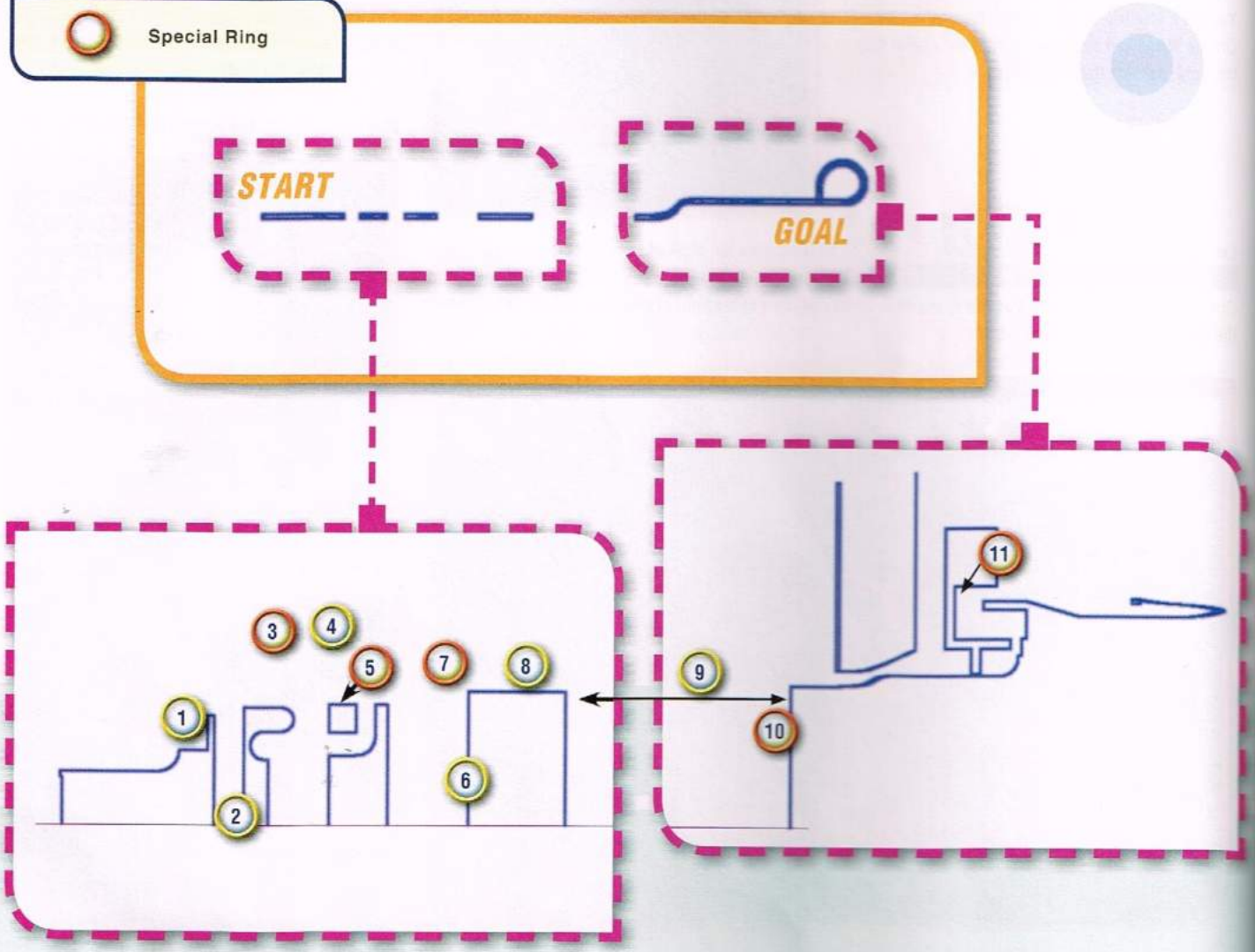
And the goodies just keep on coming. After reaching the tiny platform, turn around and step off to the left, dropping down the shaft to another Orange Wisp capsule **(6)**. Collect it, stand on the second floor panel from the left, and activate the Orange Rocket.

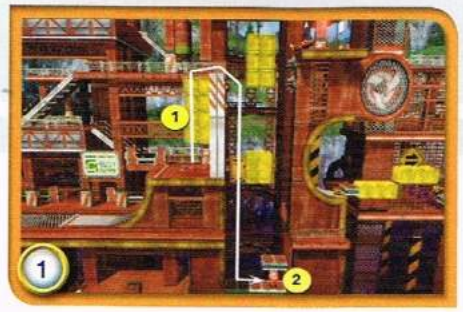
When Sonic starts floating back down, guide him through the Special Ring **(7)**. You must get this one while falling, wary of the spiky mines on the path downward. After Sonic drops through the Ring, steer over to the next platform for a landing.

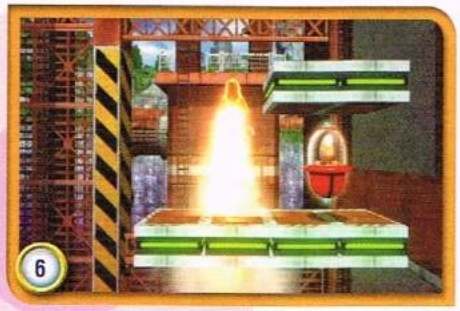
Pass through the checkpoint to the Purple Wisp capsule. If you've already unlocked Purple Color Power by completing Asteroid Coaster, Act 1, collect the Wisps and skip ahead to our **special color section**. Otherwise, fight your way down to the platform floor, just to the left of the big stack of amber blocks on the lower level.

LEGEND

Special Ring







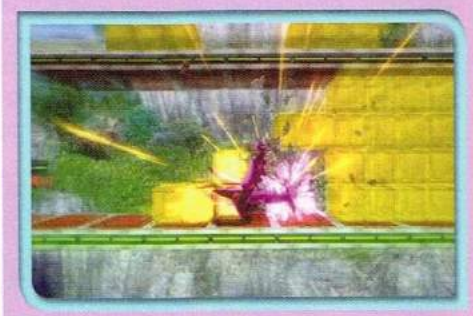
PLANET WISP - ACT 5

SPECIAL RING!

Use Slide to kick through the lowest row of blocks until you're directly beneath the Special Ring **(10)**. Then Stomp and quickly jump straight up. After collecting the Special Ring, Slide back out again, because the amber blocks all regenerate quickly.

PURPLE FRENZY ONLY!

Collect Purple Wisps and you can get to the Special Ring **(10)** much quicker by using your chomping Purple Frenzy. Try to eat your way to the Special Ring and get back out while still frenzied, if possible. Otherwise, you may become encased in regenerating amber blocks and lose time Sliding out of the stack.



SPECIAL RING!

Exit the bridge to the right, pass through the tunnel, then duck under the low wall to bounce up into the last structure. Use the amber blocks, platforms, and Homing Attacks on the gunslinger Egg Pawns to reach the Special Ring **(11)** in the upper-left corner of the room. Then hop across to the Dash Panel on the next platform and scoot around to reach the Goal Ring from behind, where Sonic's entrance is particularly effective.

ACT 6

Mission

This Act opens with plenty of high-speed rail riding. Remember that you earn a Grind Bonus of 3,000 points per second up to a total of 100,000 points. Try to pick up White Wisp capsules and hit the Dash Rings in the first stretch of rails. When Sonic reaches the first structure **(1)** and hits the Springs, attack the pair of Spinners inside and bounce across to a Dash Rail on the far side that propels Sonic down another long grind rail, chalking up more Grind Bonus points. Doing this, though, causes you to miss a Special Ring.

Level Details

Rank	Score
S	1,600,000
A	1,250,000
B	900,000
C	500,000

Stage Length	Medium
Time Over	6:28
Starting Points / Points Deducted Per Second	465,000 / 1,200

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	450,000
1	337,500
2	292,500
3	90,000
4	45,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
PINK SPIKES
Available in This Act
Always

Wisp Power
GREEN HOVER
Available in This Act
Always

Enemy Types

EGG PAWNS
Points: 1,000

SPINNER
Points: 500

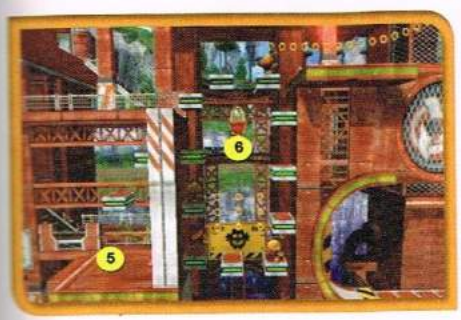
PLANET WISP - ACT 6

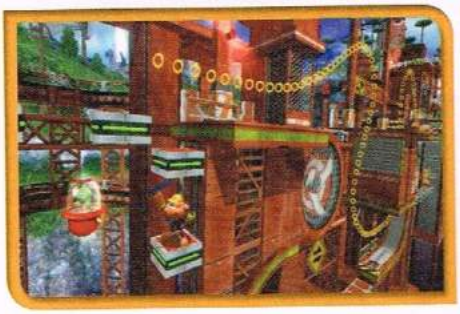
SPECIAL RING!

The other option is to just bounce into the structure and let Sonic fall. It's a controlled free fall, and you can guide Sonic's descent through a Special Ring **(2)** on the way down. But you must steer toward a landing on the grind rail **(3)** not far below the Ring; veer slightly to the right at the last second. If you miss and Sonic hits the water, you'll lose a try.

Be ready for hazards **(4)** on the grind rail as Sonic rides on. Grind Step to miss the spinning spikes on the way. The end of the rail sends Sonic down a narrow corridor then out onto another high, looping rail.

This rail deposits the rider at the base of another structure **(5)**. Hop up the platforms to a rotating conveyor of panels. Egg Pawn miners ride on some, so be careful. Jump through the Green Wisp capsule **(6)** that floats in the middle, land one of the moving panels and ride it to the top. Activate Green Hover, float to the beginning of a long trail of floating Rings, and use Ring Dash to shoot through the entire trail.





SPECIAL RING!

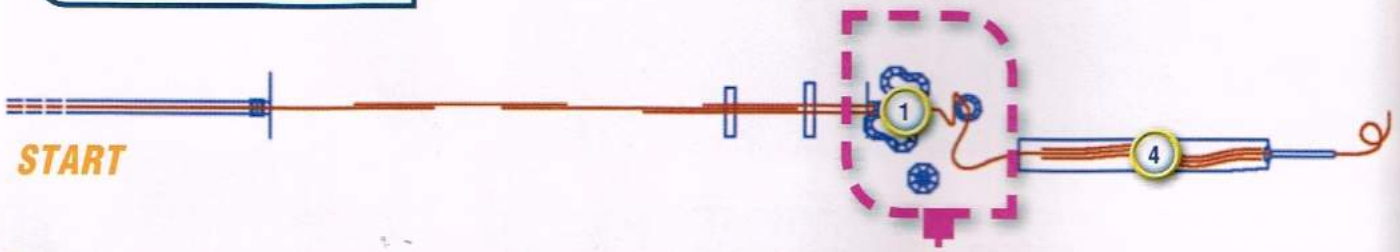
The Ring Dash loops Sonic to another rotating conveyor of panels, where another Special Ring **(7)** hovers above the lower part of the rotation. If you have enough power left on your Green Hover gauge, float down through the Special Ring and land on one of the moving panels. Ride the panel back to the upper-right and hop up to the next platform.

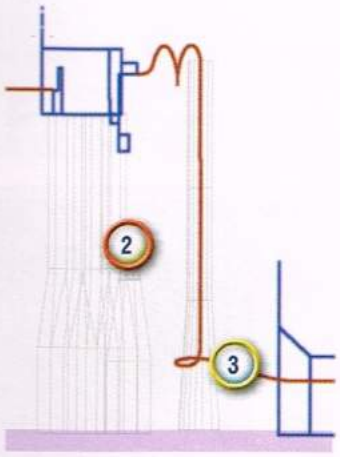
Proceed to one last rotating conveyor. This one is the longest yet, and you can simply hop aboard a panel and ride across. Better yet, jump onto a panel and immediately jump up to the left to collect the Green Wisp capsule **(8)** on the rising/falling panel. Now you can use Green Hover's Ring Dash again to shoot straight across, following another trail of Rings.

LEGEND

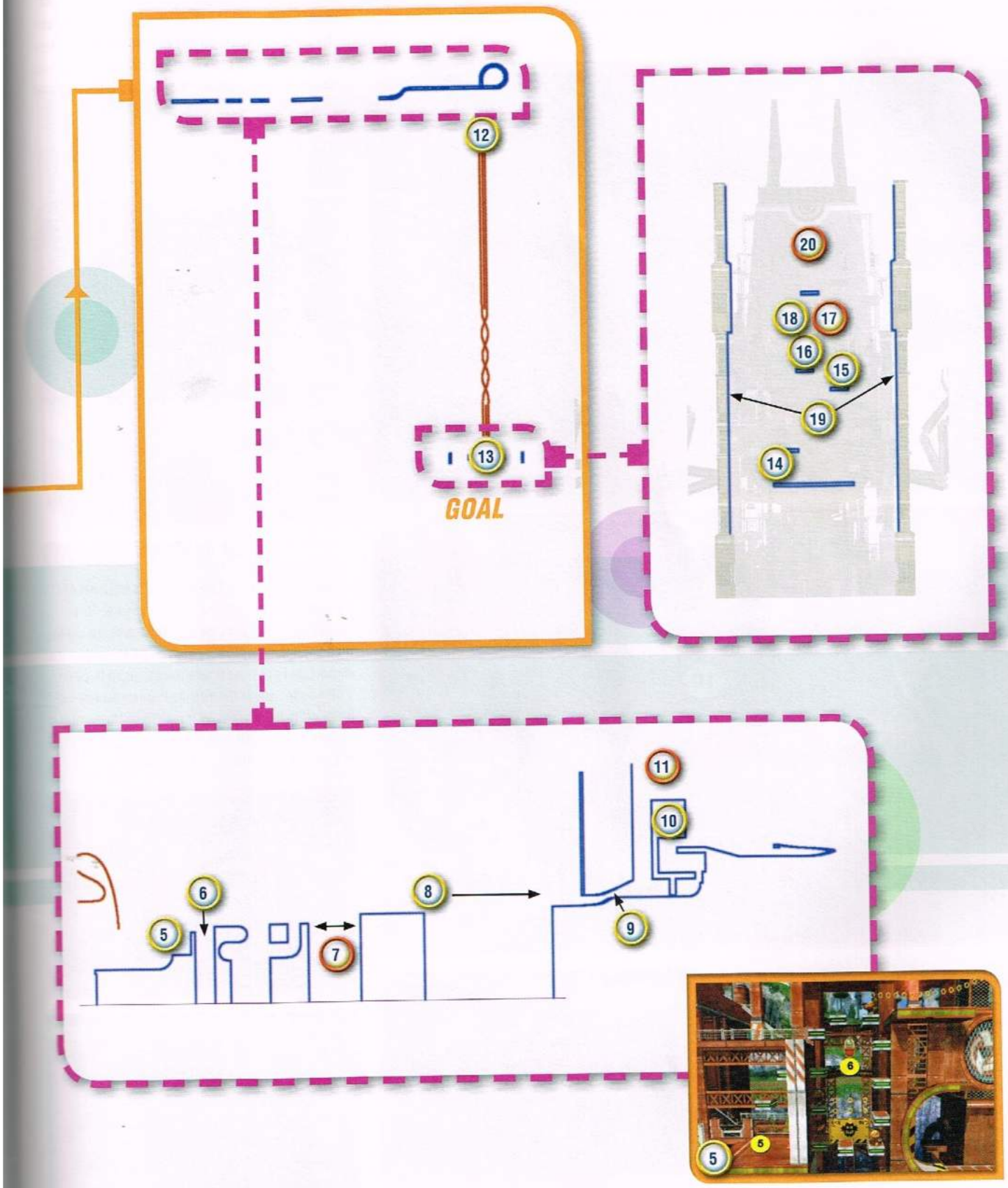
Special Ring

Grind Path

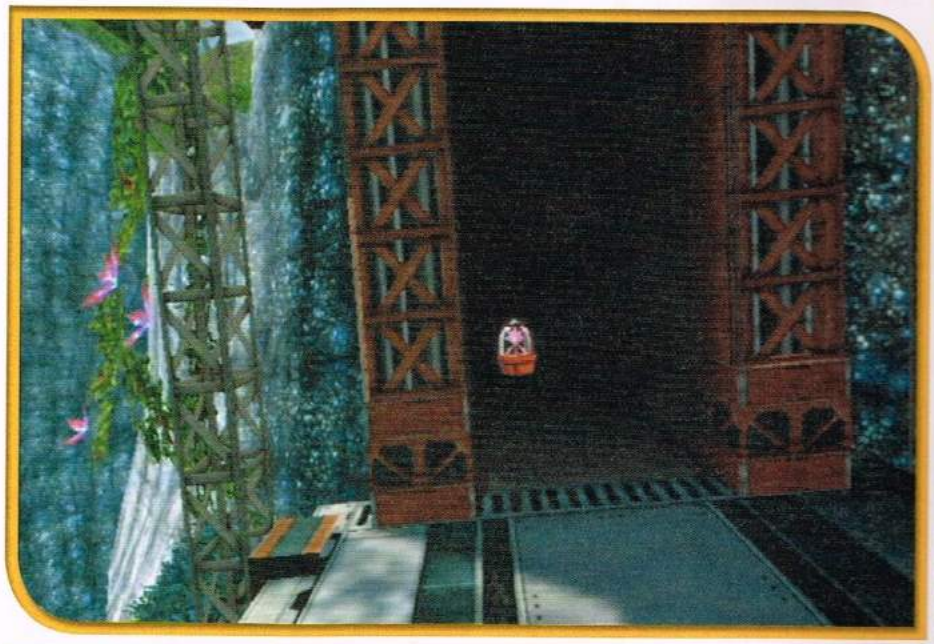




PLANET WISP - ACT 6



At the far end of the conveyor, hit the Dash Panel to shoot through a short tunnel. Pass through to collect a Pink Wisp capsule **(9)** hidden in the tunnel. Sonic ends up at the base of a tall structure **(10)** with a big stack of blocks at the top.



SPECIAL RING!

Go to the low wall and activate Pink Spikes. Roll all the way up to the block stack on top of the tower. Roll through the route shown in our screenshot (to the right) to nab the Special Ring **(11)** at the top of the stack. Then just leap off the upper-right corner (clearing the spinning gear) and drop to the ramp below.

Head down the ramp through the Dash Panel to shoot around to a Ramp that propels Sonic up into a Bonus Trick Jump. Complete all five parts to land on a set of three grind rails **(12)**. The outside rails lead to looping stretches, whereas the center rail shoots Sonic through a series of Rainbow Rings. All three routes lead to Springs that bounce our speedy hero over to the base of a massive final tower **(13)**. The landing is a checkpoint.

THE TOWER

Three one-use Green Wisp capsules are available on the tower. You can actually reach the Goal Ring at the top without any help from Wisp powers. But if you don't use Green Wisps, you'll miss three special items.

Smash the two nearby Egg Pawns to lower a set of platforms. Jump up the platforms to the left, then step off the left edge of the big platform at the top to drop down to a Green Wisp capsule **(14)**. Collect the capsule, but don't use it yet. You can jump to push a blue button above the capsule that reveals trails of Rings off to the left, but we'll use Green Hover later to follow those trails using Ring Dash. First, let's get up to a pair of items higher on the tower.

HIDDEN GREEN

***None of the Green Wisp capsules on the tower regenerates: they're one-time use only. The first capsule* (14) *is out in the open, but the other two are hidden. They spawn only when you jump up and hit blue buttons on the underside of the mid-level platforms* (15 & 16).**

PLANET WISP - ACT 6

The next step is to hop on the moving panel, ride it up and face right, then use Homing Attacks to move up a trio of winch handles. Hop across to the next moving panel and ride it up to the next platform **(15)**. From there, use Homing Attacks on Egg Pawn miners to reach the next platform **(16)**. (Again, note the blue buttons on the undersides of these two platforms. We'll use them shortly.)

SPECIAL RING & 1-UP!

Find and use the winch handle above Sonic to ride up to the centermost of the next set of platforms—the camera pulls back to give you a wide view (also seen in our screenshot) and there's a blue button on the bottom of the platform above. Now activate that Green Color Power you grabbed earlier.

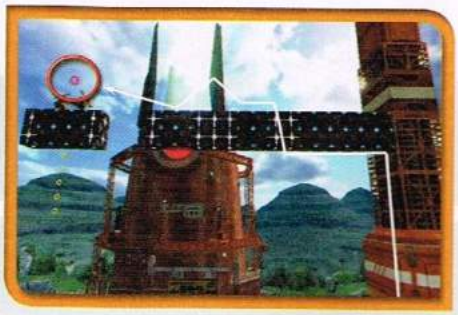
Use Green Hover to fly straight up into the blue button. This reveals a Special Ring to the right **(17)**, a 1-UP to the left **(18)**, and a bunch of Ring trails. Hurry! The Special Ring disappears in just a few seconds, so immediately use the Green Hover form to fly straight to the Red Ring. The 1-UP stays permanently visible after you reveal it, so you can hop across platforms to collect it later after the Green Hover form expires.

SPECIAL RING!

Now drop down to the small panel directly beneath either one of the blue buttons on the underside of the mid-level platforms **(15 & 16)**. You must be quick—each panel shimmers and drops away permanently just seconds after Sonic lands on it. So the *moment* Sonic lands, jump up to hit the blue button, which spawns a curving trail of Rings and a Green Wisp capsule hovering just off to the side. Quickly jump into the capsule and immediately activate Green Hover. Then use Ring Dash to follow the trail of Rings upward.

The Ring trail takes you near one of two Pink Wisp capsules **(19)** (depending on which blue button you pushed) on small panels next to the big vertical columns that border the tower area. Float in Sonic's Green Hover form over to the Pink Wisp capsule.

When Green Hover expires, activate Pink Spikes, jump over to the column, and simply roll upward. Sonic eventually reaches a block bridge with a Special Ring **(20)** near the very top of the tower, above the Goal Ring. After collecting the Special Ring, drop straight down below it into the Goal Ring to finish this crazy Act!



BOSS

Mission

This boss, called Refreshinator, is very similar to Rotatatron, the first boss you fought at the end of the Tropical Resort park. He's a big robot that clings to the park's spinning teacup ride. Your goal is to hop across the teacups and work Sonic in close to the monster's face when it is exposed, and then nail the face with Homing Attacks.

Level Details

Rank	Score
S	1,900,000
A	1,750,000
B	1,350,000
C	1,000,000

Stage Length	Boss-only
Time Over	3:20
Starting Points / Points Deducted Per Second	1,000,000 / 5,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	1,000,000
1	750,000
2	650,000
3	200,000
4	100,000
5 or more	0

DOUBLE DAMAGE!

It takes three hits to take down The Refreshinator, but hitting him with the Pink Spike counts as two!

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
PINK SPIKES
Available in This Act
Always

Boss

REFRESHINATOR
Points: 100,000

Boss Overview

Here's a look at Refreshinator's two phases: face-plate open, and face-plate closed.

The layout is as follows:

- **One outer ring that forms a complete circle and serves as the level's boundary.**
- **Four rotating inner clusters, each with a spinning triangle of three teacups (total of 12 cups).**
- **Each trio of cups features one reddish cup that has a Wisp capsule attached (total of four capsules). Three capsules hold White Wisps, one holds Pink Wisps.**
- **The boss's two deadly claws.**
- **The boss's fragile face in the center.**

Refreshinator operates in two phases. He starts out with his armor open (exposing his face) and his two massive claws clamping around the outer circle. Then he closes the armor over his face, starts spinning the individual teacups (which can fling Sonic to the outer ring), and fires blue lasers outward in four directions. These phases alternate throughout the Act.

Sonic starts out on the bottom of the outer ring. Run up the curve in either direction to scoop up a few Rings, leaping to avoid Refreshinator's two grasping metallic claws as they clamp down along the circle. Watch the teacups as they rotate past; try to find and collect the Pink Wisp capsule. Don't use it yet, though—save its Pink power for the laser phase. Then hop onto any teacup. The great claws can't crush you there.

Wait until your cup rotates closest to Refreshinator's exposed face, then hammer it with Homing Attacks. After this first attack, the boss extends armor over his face, starts firing eight lasers, and also deploys crackling energy clusters that rotate around the outer ring and cause damage when Sonic touches them. Activate the Pink Spikes and attach to any teacup to ride out this phase. The spike form is indestructible, so laser hits don't hurt Sonic, and the spikes cling to the cup even when Refreshinator spins it wildly.

When the face-plate finally retracts again, roll the Pink Spikes up to the top of your current teacup and wait until it rotates in close to Refreshinator's face. Then unleash another set of Homing Attacks. Three good flurries of attacks can bring down the boss. Once defeated, he spews out a cluster of bouncing Rings as he expires. Run back and forth across the bottom to scoop up Rings before the Act ends.

AQUARIUM PARK

ACT 1

Mission

This is a long, highly entertaining Act with a good variety of challenges. Sonic starts out in a free fall, then launches into a downhill sprint to a building below. The building has two entrances; the one you enter depends on what you do on the way down.

UPPER ENTRANCE: SPECIAL RING!

Pick up the White Wisp capsules in the first few meters. After the Ramp, launch into an Air Boost (Double Jump and hold the Boost button) to hit the Rainbow Rings **(1)** about halfway down. If you manage to hit them, they propel Sonic onto a grind rail **(2)**. Grind Step to the left to avoid the spinning spikes and ride the rail down. Jump as the rail ends to hit another set of Rainbow Rings that launch Sonic into the structure's upper entrance **(3)**.

Slide under the low wall and nail the Egg Pawns waiting on the other side. Then bounce through a series of Springs and Rainbow Rings that propel Sonic through a Special Ring **(4)**. Try to land on the Cyan Wisp capsule on the ledge directly below the Special Ring. Then drop down the narrow shaft behind the ledge to a courtyard walkway **(5)** patrolled by four squads of sword-wielding Egg Pawns.

Level Details

Rank	Score
S	2,200,000
A	1,500,000
B	1,100,000
C	700,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

Enemy Types

EGG PAWNS
Points: 1,000

CHOPPER
Points: 5,000

CRABMEAT
Points: 1,500

JAWZ
Points: 5,000

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
YELLOW DRILL
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

AQUARIUM PARK - ACT 1

LOWER ENTRANCE: SPECIAL RING!

Stay on the road while sprinting downhill from this location **(1)**. Don't miss the Cyan Wisp capsule in the rightmost lane on the way! Leap off the end of the road to land in the structure's lower entrance **(6)**. Fight your way to the bank of Springs and bounce up onto the next ledge **(7)**. Up ahead is a sparkling optical cable (circled in our screen shot below). Activate Cyan Laser and aim at the cable to zap quickly ahead to the Springs **(8)**.

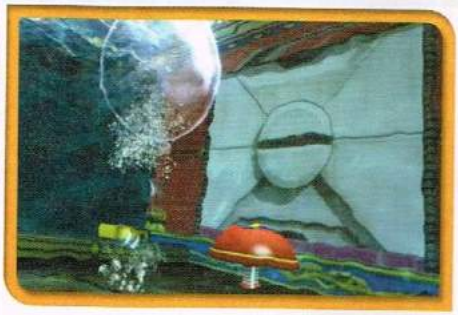
(If you didn't collect Cyan Wisps earlier, just jump down and fight your way through the Egg Pawn platoon in the next corridor to the same Springs.)

Bounce up the Springs—note the Special Ring **(4)** above, just out of reach—and land on the ledge to collect the Cyan Wisp capsule. Now here's a little trick: Walk Sonic toward the camera centered on the edge of the ledge (see our screenshot on the right) and Double Jump forward (toward the camera). There's a good chance of hitting the Rainbow Ring that bounces Sonic right up into the Special Ring above!

If not, you can still fight through pawns (again, moving toward the camera) to the triple Springs. These shoot Sonic up through another series of Springs that leads to the Rainbow Rings and then to the Special Ring.

Now drop down the narrow shaft behind the high ledge to the courtyard walkway **(5)** patrolled by Egg Pawn squads. Fight your way to the end and dash up the hill to the movable crate **(9)**. Walk Sonic up against the crate to push it, and press the Boost button simultaneously to kick it through the Egg Pawns on the other side. Then use the crate to jump up to the walkway and approach the first stretch of water, a fairly shallow pool.

Jump in and start running along the underwater walkway. Sonic can last about 30 seconds before he has to surface or find an underwater air bubble to replenish his air supply. Watch out for the red Chopper fish. They don't aggressively attack, but collisions with these creatures cause damage at close range. Continue to the far wall to find the first air bubble source **(10)**. Walk or swim right into any air bubble to fully restore Sonic's oxygen to 30 seconds.

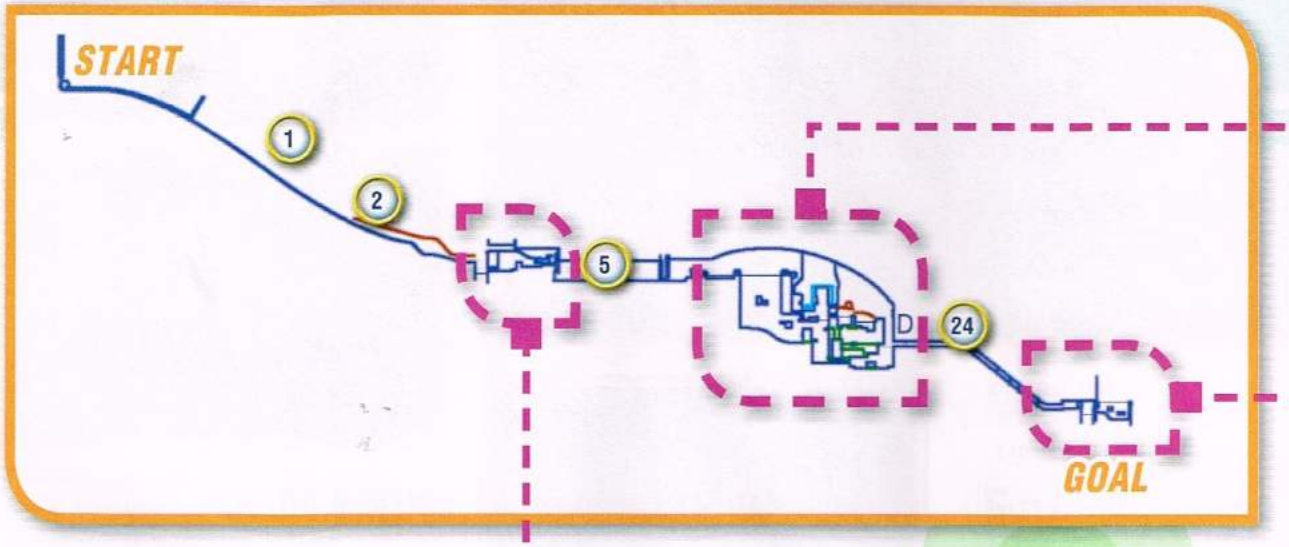


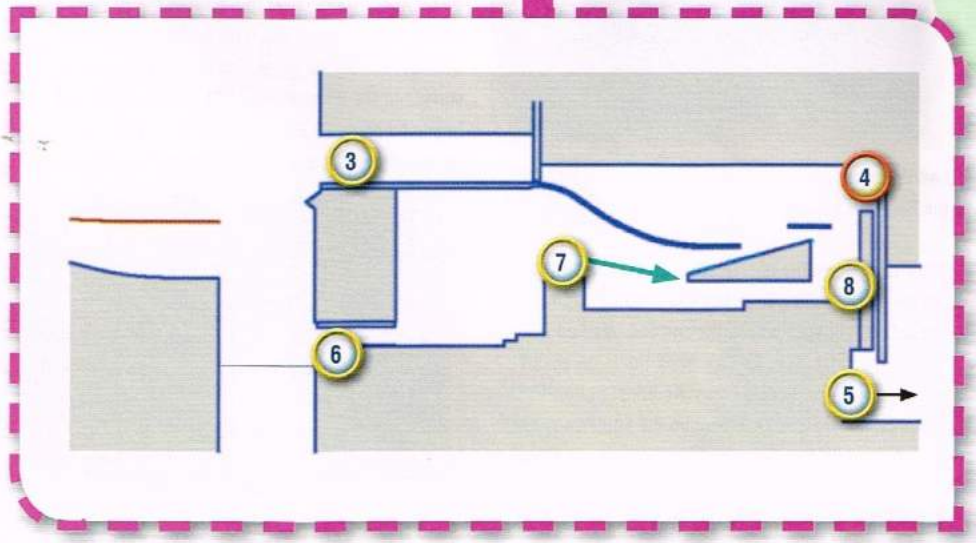
SPECIAL RING!

Exit the shallow pool and continue toward the much deeper lagoon beyond. Beautiful as it is underwater, we're going to skip over this pool in the interest of speed. Start running and hold in the Boost button before reaching the water; Sonic skims across the surface to the far platform **(11)**. (Press Jump just before he arrives.) Slide under the low wall, run through the loop, and rocket downward to the ground.

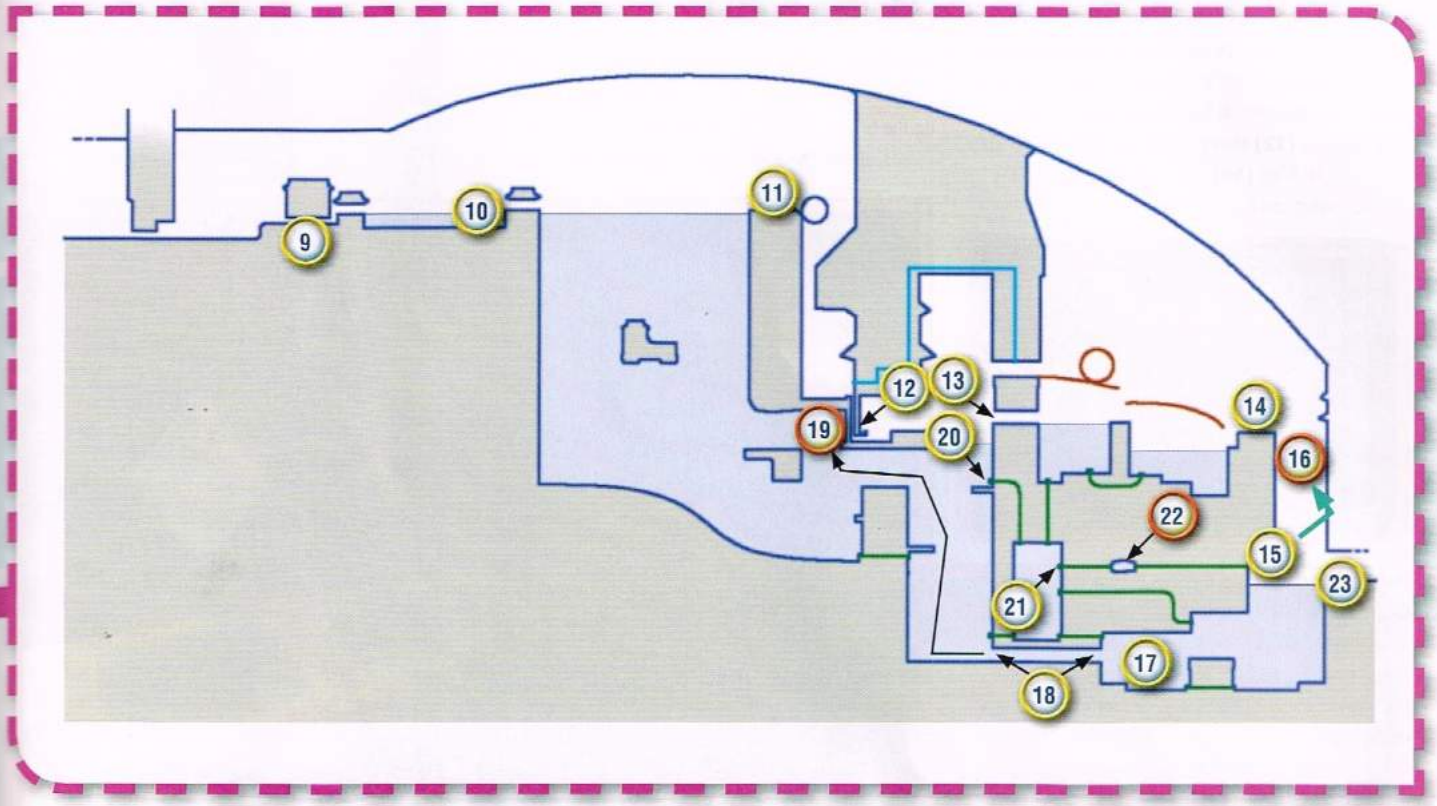
LEGEND

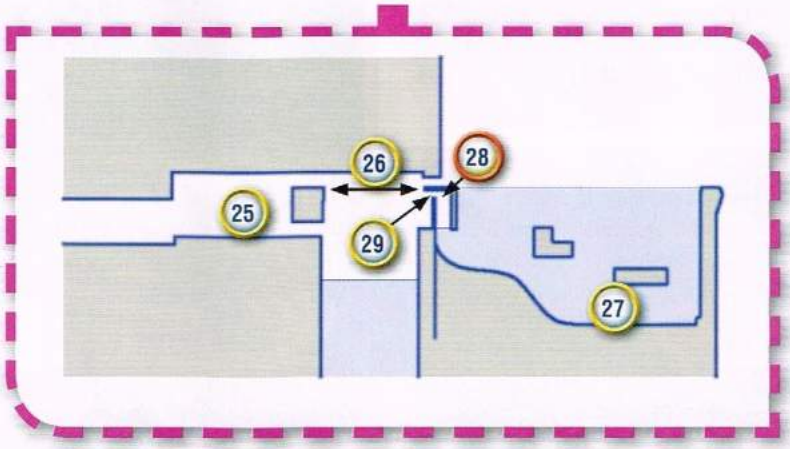
- Special Ring
- Grind Path
- Wire Path
- Pipe Path
- Laser Path
- Laser Shot

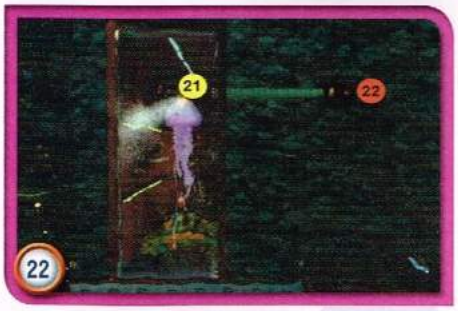




AQUARIUM PARK - ACT 1



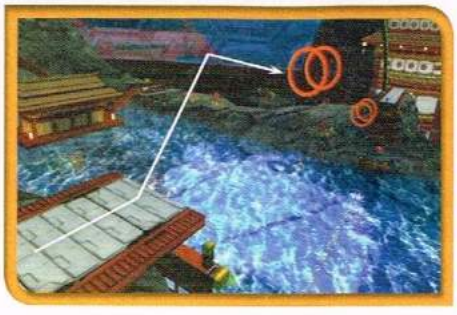




Kick the movable crate through the Egg Pawns. Ignore the optical cable—save your Cyan power for a better use later. Stomp on the white destructible box to drop down a narrow shaft. At the bottom, look for a Cyan Wisp capsule **(12)** above and to the right. You'll also see a Special Ring **(19)** just around the wall to the left, but Sonic can't reach it yet.

Instead, head right and kick the movable crate into the Crabmeat on the other side. Nail a second Crabmeat above on the ledge. You should still have Cyan power from the capsule you got earlier; if not, ride the moving platform up now to collect the Cyan Wisp capsule **(12)**. Sprint up the small slope to the right, but don't land on the Yellow Wisp capsule below! You need *Cyan* power, not Yellow. So at the top of the jump, hit Air Boost to zoom across to the walkway on the far side **(13)**.

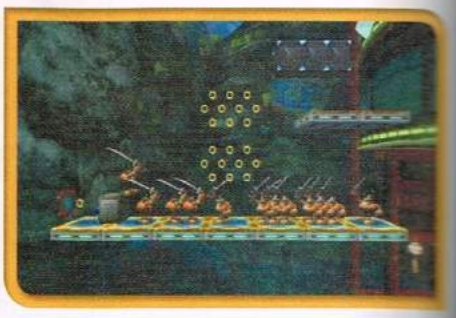
Boost to skim across the next pool and nail the Egg Pawns on the other side. Then make a running Double Jump off the right side of the short walkway to hit two sets of red Dash Rings. These propel Sonic over the next pool to the far shore, where he can bounce up to another short walkway **(14)**.



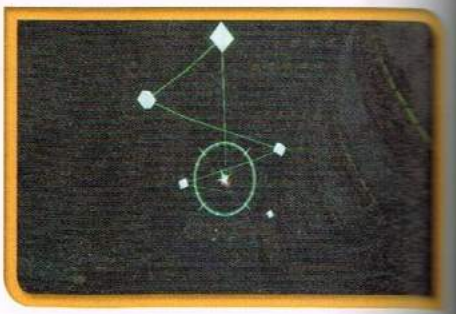
SPECIAL RING!

Now comes a really fun sequence, especially if you've still got your Cyan power saved up. Drop down onto the blue and gold bridge—it automatically starts descending slowly. Hop over to the right side of the movable crate on the bridge. Soon Egg Pawns start dropping onto the bridge from above to the left of the crate—*lots* of Egg Pawns, in fact. Kick the crate to decimate them, then hop over on the left side of the crate and just wait.

Note that the bridge drops through a number of cyan prisms, which of course suggests that a nice Cyan Laser shot is upcoming. Eventually, the bridge reaches the bottom of the chasm and stops with a large number of Egg Pawns lined up to the right of the crate. Give the crate a couple of good kicks to wipe them all out! Then press the blue button **(15)** on the wall to the left.



The button spawns some Rings above, including a Special Ring **(16)**. It also moves a platform and a row of boxes into line with the prism you can see above and to the right. Activate the Cyan Laser and aim it between the platform and boxes (as shown in our screenshot below). The laser ricochets into the prism, which redirects it up the series of prisms in a spectacular shot. Sonic shoots through another Cyan Wisp capsule and the Special Ring, then ends up back down on the bridge.



AQUARIUM PARK - ACT 1

The next step must be taken *very* carefully or else you can get cut off from two more Special Rings. Push the movable crate off the right end of the bridge. It lands on a Dash Panel below, partially covering it... which is a good thing because you don't want to land on that Dash Panel just yet. Take a tiny step off the bridge and push the stick to the left as Sonic drops so he lands on the crate. Now let's go find those other Special Rings.

SPECIAL RING!

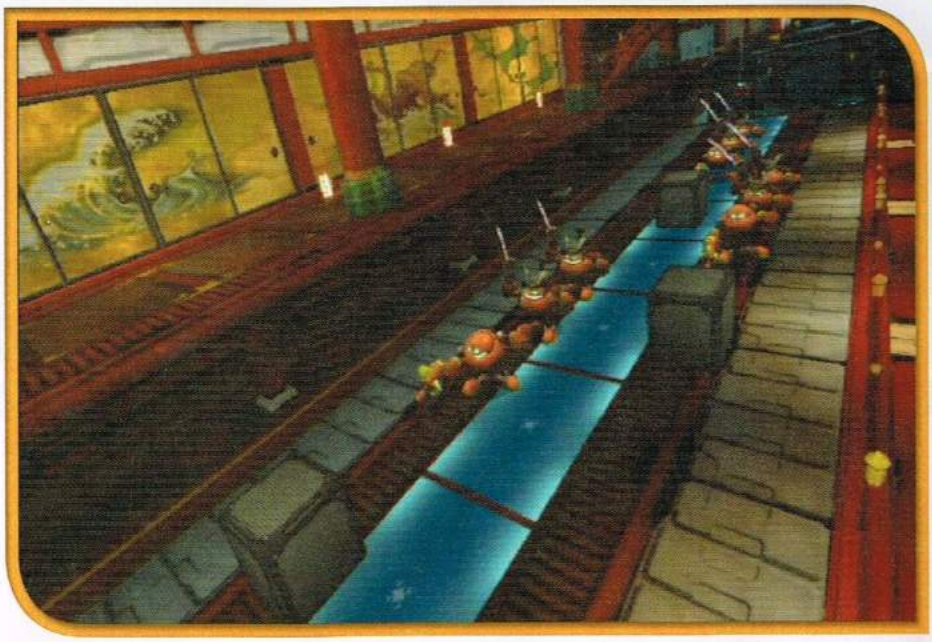
It can take too long to backtrack underwater to the Special Rings without the Yellow Drill form. Drop straight down to the ocean floor and run across the bottom to the left. Spin up and over the first wall, then swim to the Yellow Wisp capsule **(17)**. (Another capsule is on the floor if you miss the first one.) Keep swimming left until you reach the vertical column of blocks **(18)** blocking the passage heading left. Now activate the Yellow Drill and burrow through the blocks both on this side and ahead on the other end.

After Sonic smashes through the second column of blocks, stay on the floor to find another Yellow Wisp capsule and replenish the color gauge. Veer up the shaft, then left, then up again to the Special Ring on a small ledge **(19)**. After collecting that, backtrack to the right and hit the pipe opening **(20)**.

SPECIAL RING!

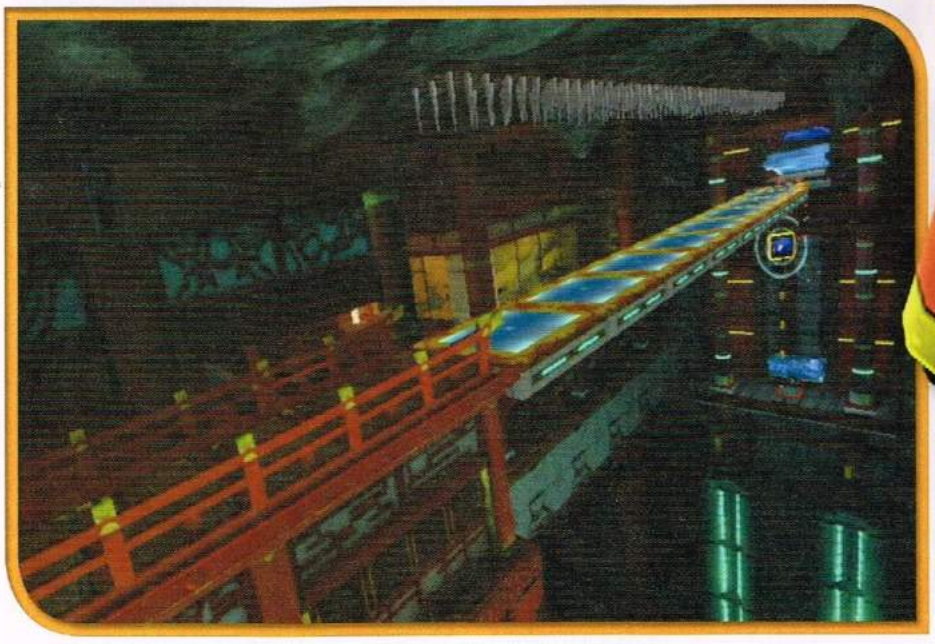
This pipe shoots Sonic into a completely enclosed cistern that features a huge lavender jellyfish. Careful here—there are three exit pipes on the right wall, but you want the topmost one **(21)**. This sends Sonic through a tiny compartment with another Special Ring **(22)** and another pipe opening.

This pipe leads back near where you started this swim. Veer up to the surface and pop up onto the walkway **(23)**. Dash through the checkpoint and down the corridor to the right to the Springs. Bounce up the ledge to find an optical cable ahead **(24)**. If you've got Cyan power, activate the laser and aim at the cable to zap down the long tube. Otherwise, sprint down the tube, using Quick Step to get through openings. Sonic ends up in a hall **(25)** with three squads of Egg Pawns, each lined up neatly behind a movable crate. Kick each crate to wipe out the enemy squads for a clever victory!



SPECIAL RING AND 1-UP!

Ride the winch handle up to a high platform; this leads to a bridge **(26)** that runs underneath a row of nasty-looking ceiling spikes. The moment Sonic steps on this bridge, it rises slowly upward toward the spikes, so use Boost to jet across quickly and avoid injury. Sonic shoots out into the lagoon beyond.



Swim down to the Yellow Wisp capsule **(27)** near the lagoon floor. Activate Yellow Drill and veer up into the small shaft where the final Special Ring **(28)** hovers near the top. The momentum propels Sonic right up into the Ring.

In the same shaft, step to the left to change the camera view and watch Sonic step on a blue button that activates a lift. Step aboard and ride up for an easy 1-UP **(29)** floating above, then dive back into the lagoon and swim to the Goal Ring on the rock ledge.

ACT 2

Mission

This is a quick but tricky level. Three of the five Special Rings are accessible only if you use Blue Cube with some skill. After the opening sprint across a collapsing bridge, zap the two Egg Pawn swordsmen, then start crossing to the left.

TWO SPECIAL RINGS!

The "bridge" across this room is a mix of solid Blue Blocks and rotating blue button panels. It's fairly easy to hop across these to the platform on the room's left side. But doing this means you miss a pair of Special Rings on a tricky lower path that you can activate with Blue Color Power. As you head left, hop through the Blue Wisp capsule **(1)**. Note that the capsule doesn't regenerate, so you can't come back for more. Nail the Egg Pawns standing on the Blue Blocks above the Special Ring **(2)**.

Level Details

Rank	Score
S	600,000
A	500,000
B	400,000
C	250,000

Stage Length	Very Short
Time Over	2:30
Starting Points / Points Deducted Per Second	150,000 / 1,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

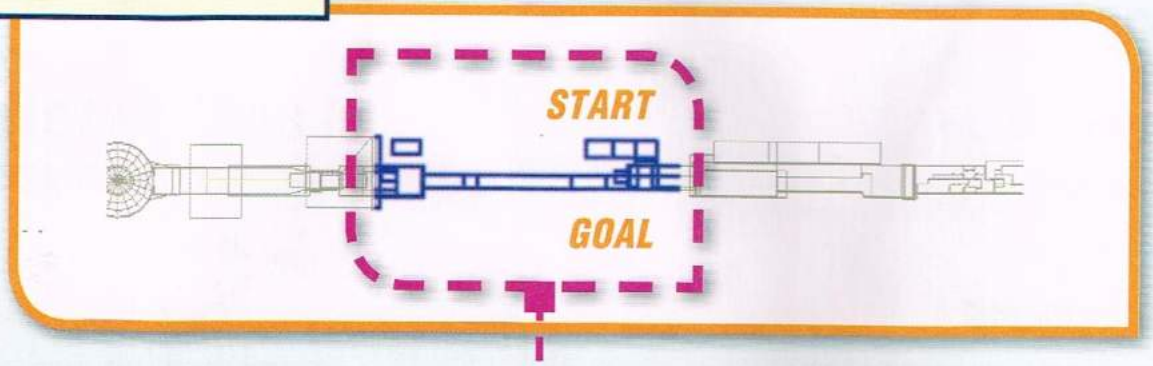
Wisp Power
BLUE CUBE
Available in This Act
Always

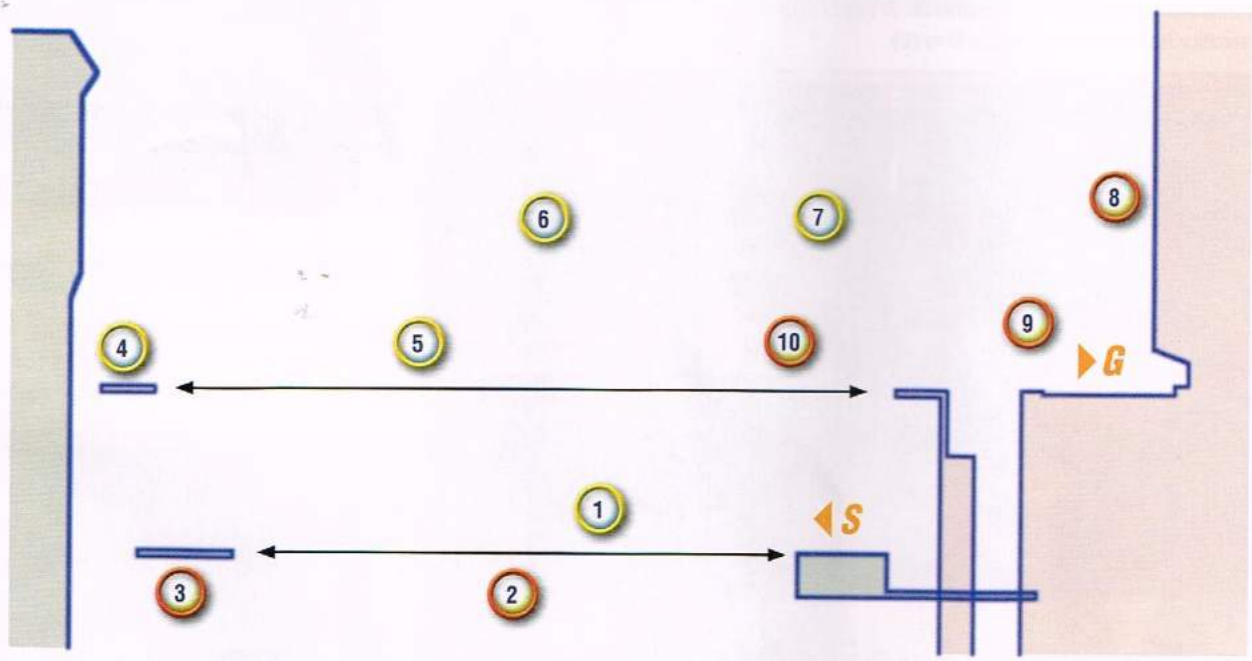
Enemy Types

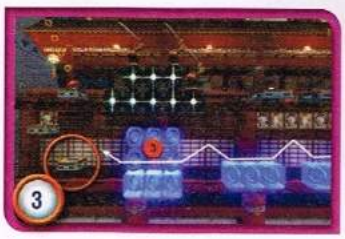
EGG PAWNS
Bonus: 1,000

LEGEND

Special Ring



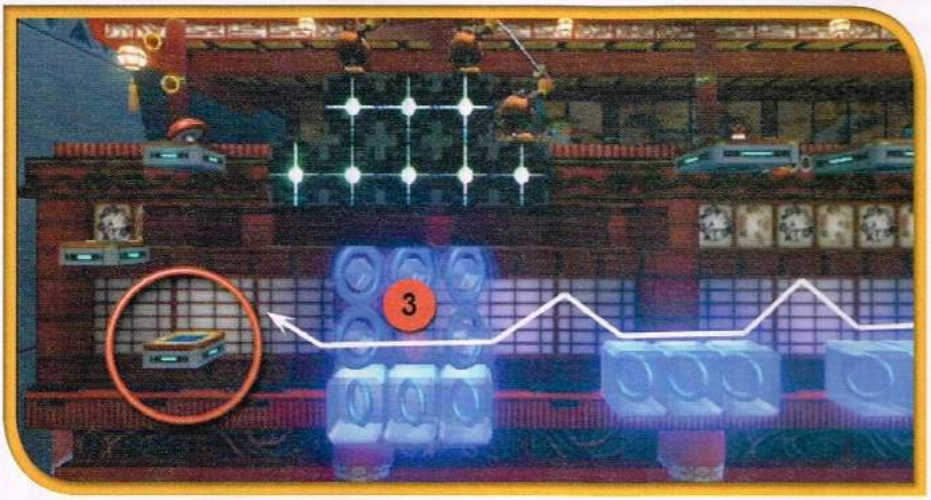


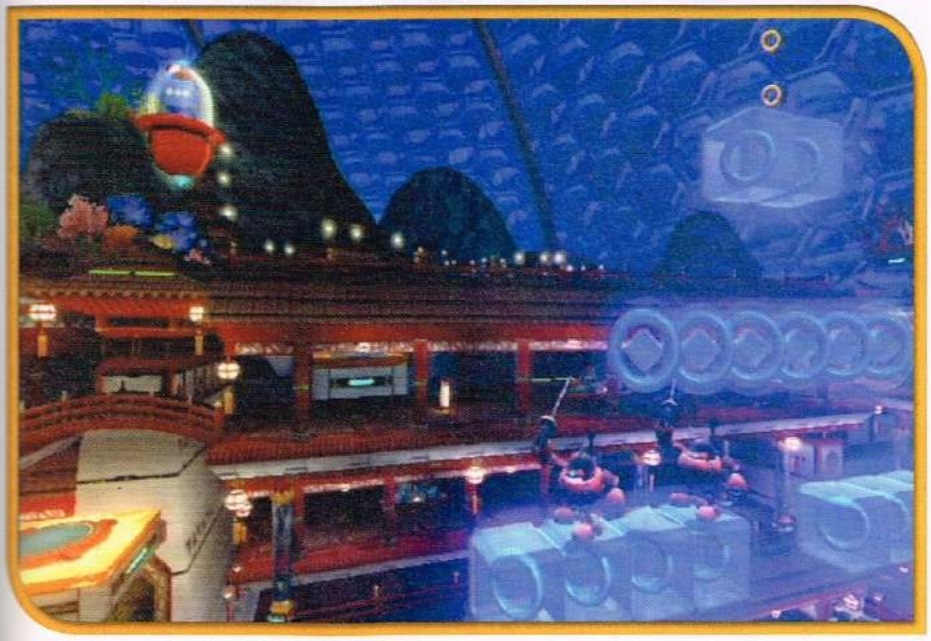


AQUARIUM PARK - ACT 2

Stand on the Blue Block just to the left of the Special Ring and activate Blue Cube. The moment you do, you must move *very* quickly—if Blue Cube expires while Sonic is on the newly-created Blue Blocks on the lower level, he falls and you lose a try. Jump through the first Special Ring **(2)**.

Hurry! Keep hopping to the left across the Blue Blocks. Collect the second Special Ring **(3)** at the left end of the room, but don't stop yet! Make one more careful leap onto the panel to the left (circled in our screen shot to the right). Now when Blue Cube expires, Sonic is standing on a solid platform. Hop from there up two panels to target a Spring that bounces Sonic across the room to a platform with a checkpoint **(4)**.



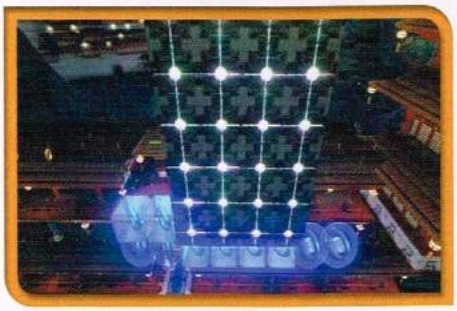


Work your way across three sets of rotating blue button panels until you find another Blue Wisp capsule **(5)**. A tricky "blue" path starts here that leads upward to the right and eventually to a Special Ring **(9)**.

SPECIAL RING!

Activate Blue Cube and run to the small platform on the right. Use Blue Cube again, hop onto the two Blue Blocks, and jump up into the Rainbow Ring. This shoots Sonic upward. Guide his landing onto one of the two rotating blue button panels, then ride it up and hop through another Blue Wisp capsule **(6)**.

Use Blue Cube and sprint across the long row of new Blue Blocks to the right. Leap across the next gap, move Sonic against the stack of black crates **(7)**, and use Blue Cube again to shatter them all. Hop across to the next pair of Blue Blocks.



Now use Blue Cube one more time to create Blue Block stairs leading up to the Special Ring **(8)**. After jumping through the Special Ring, drop straight down—Sonic should land to the right of the Goal Ring.

TWO SPECIAL RINGS!

Now slide underneath the Goal Ring, from right to left. Approach the "Ferris wheel" of six rotating panels, half of which carry dangerous Egg Pawns. Hop aboard an empty panel, then ride up to the top and jump through the Special Ring **(9)**. Ride the wheel over to the next platform to the left. Use Homing Attacks to nail the Egg Pawns on the next sets of rotating panels and ride one up to collect the last Special Ring **(10)**. Then return to the Goal Ring to end the Act.

ACT 3

Mission

This area features a number of Special Rings that can be reached only via Orange Rocket—four of them, to be precise. But you'll find all of the Orange Wisp capsules underwater.

SPECIAL RING!

Step into the water and let Sonic sink. Sidestep any underwater fan platforms on the way down; keep dropping until Sonic reaches the ocean floor. Then run downhill to the first of three Orange Wisp capsules **(1)** lined up on the slope.

Level Details

Rank	Score
S	2,000,000
A	900,000
B	700,000
C	500,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

ORANGE ROCKET

Available in This Act

Always

Wisp Power

PURPLE FRENZY

Available in This Act

After you complete Asteroid Coaster, Act 1

Enemy Types

EGG PAWNS

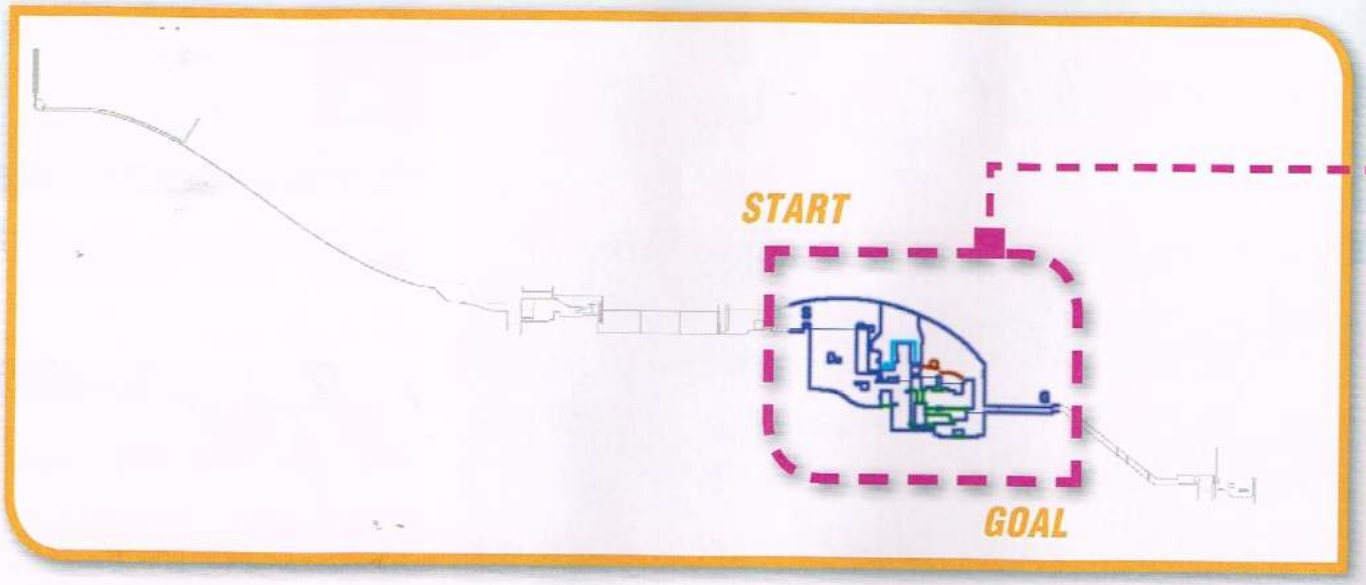
Bonus: 1,000

JAWZ

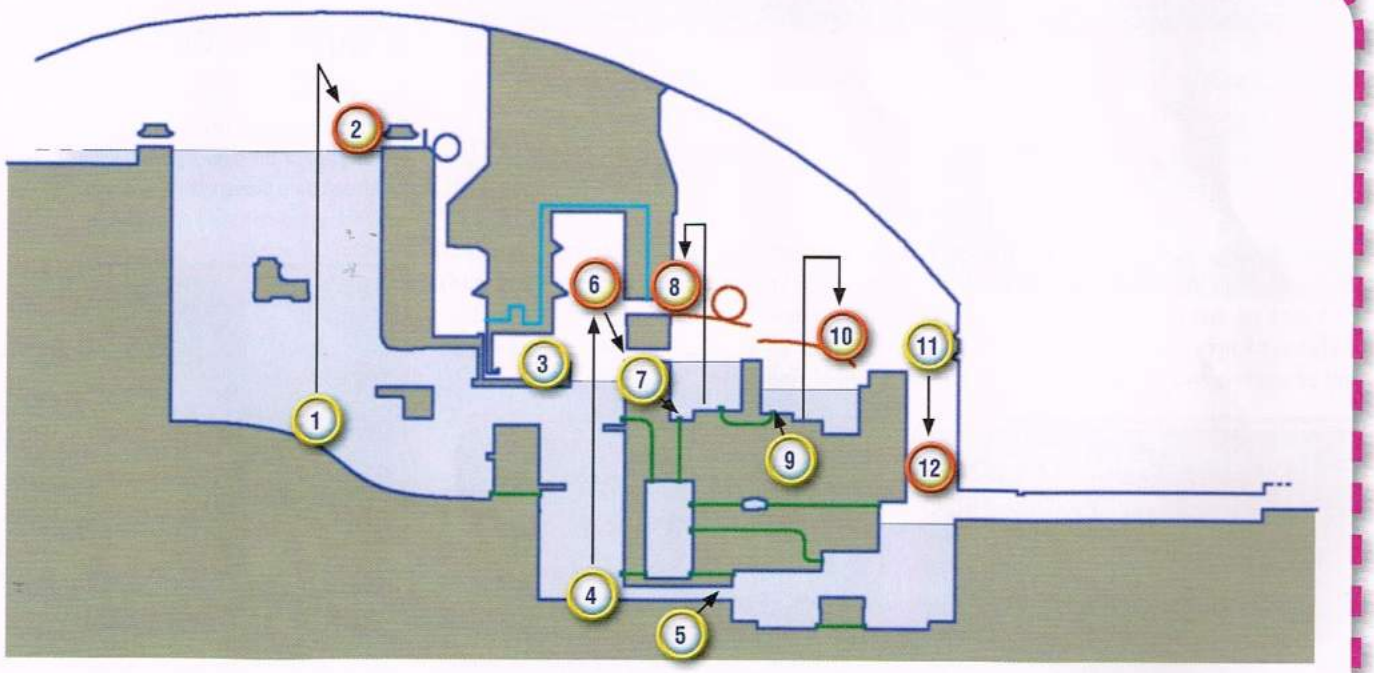
Bonus: 5,000

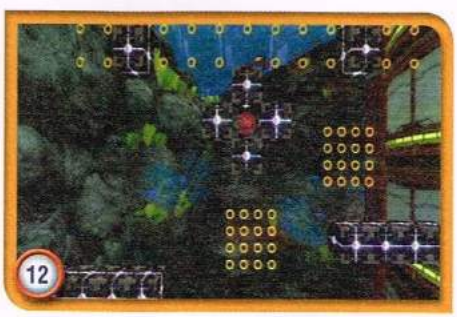
LEGEND

- Special Ring
- Grind Path
- Pipe Path
- Laser Path



AQUARIUM PARK - ACT 3



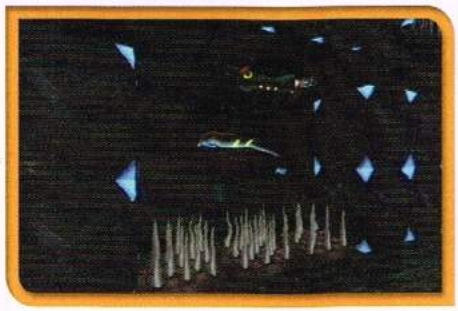


Activate the Orange Rocket right at that spot to shoot up to the surface and into the air. As Sonic floats back down, veer through the spiky mines to the Special Ring **(2)** not far above the water.

Follow the walkway to the right. Slide under the low opening, dash through the loop, and follow the vertical wall all the way down to the blue button. Hop onto the dropping panel and ride it to the bottom.

1-UP!

Continue through the checkpoint **(3)** and dash up the slope. Drop straight down into the water again, veering downward through the fan panels. Let Sonic sink to the bottom where you find another Orange Wisp capsule **(4)**. Don't use it yet, though; let's find another item nearby first. Breathe in an air bubble to refill Sonic's lungs, then head off to the right. A set of gates slides open. Enter the spike-filled underwater passage and start spinning to fight off attacking Jawz. Work your way to a 1-UP **(5)** at the end of the passage.



There's another source of air bubbles just outside the passage to the right. Take a breath and then return through the passage to the Orange Wisp capsule **(4)**.

SPECIAL RING!

Stand directly beneath the vertical trail of Rings and activate the Orange Rocket to shoot up into the air. This time, you can steer Sonic back down through two narrow corridors of floating spiky mines. A Special Ring **(6)** hovers at the bottom of the second corridor. The steering is tricky! After Sonic plucks the Ring, drop to the second (lower) row of platforms over the water.

SPECIAL RING!

Proceed along the walkway to the right and drop into the water yet again. Collect the Orange Wisp capsule **(7)** on a pipe head, then hop up the ledge to the right and stand under the vertical rows of Rings. Use Orange Rocket again to shoot into the air and descend through two more corridors of floating spiky mines with another Special Ring **(8)** at the bottom. Sonic lands on a grind rail. Ride it to a second rail that leads to a Spring at the edge of the water.

SPECIAL RING!

Hop into the water to the left and find one more Orange Wisp capsule **(9)**. Collect it and stand under the Ring trail to the right. Fire the Orange Rocket into the air and drop through the long curving corridor of spiky mines to reach the Special Ring at the end **(10)**.

After landing on the grind rail and riding it back to the Spring, bounce up to the walkway on the rocky ledge on the right, walk through the checkpoint, and step right onto the bridge **(11)** with the Purple Wisp capsule. The moment you do, the bridge starts to drop slowly down the shaft formed by the rock cliff on the left and the structure on the right.

AQUARIUM PARK - ACT 3

If you've already unlocked Purple Color Power by completing Asteroid Coaster, Act 1, skip down to our **special color section**.

If you don't have Purple power available yet, finish up the Act by riding the bridge down the shaft and fighting off the platoon of Egg Pawns that drop down from above. When the bridge finally stops at the bottom, dash down the long corridor to the right, bash through the last few Egg Pawns, and hit the Goal Ring to finish.

PURPLE FRENZY ONLY!

SPECIAL RING!

Collect the first Purple Wisp capsule **(11)** and activate Purple Frenzy as the bridge starts to descend. Now chomp back and forth across the bridge as it lowers, gobbling Egg Pawns and destructible blocks that unveil Super Rings. Make sure the beast consumes each new Purple Wisp capsule that emerges to keep the frenzy going! And don't miss the Special Ring **(12)** encased in blocks. When the bridge stops dropping, head down the corridor to the right and fight through the final pawns to the Goal Ring.

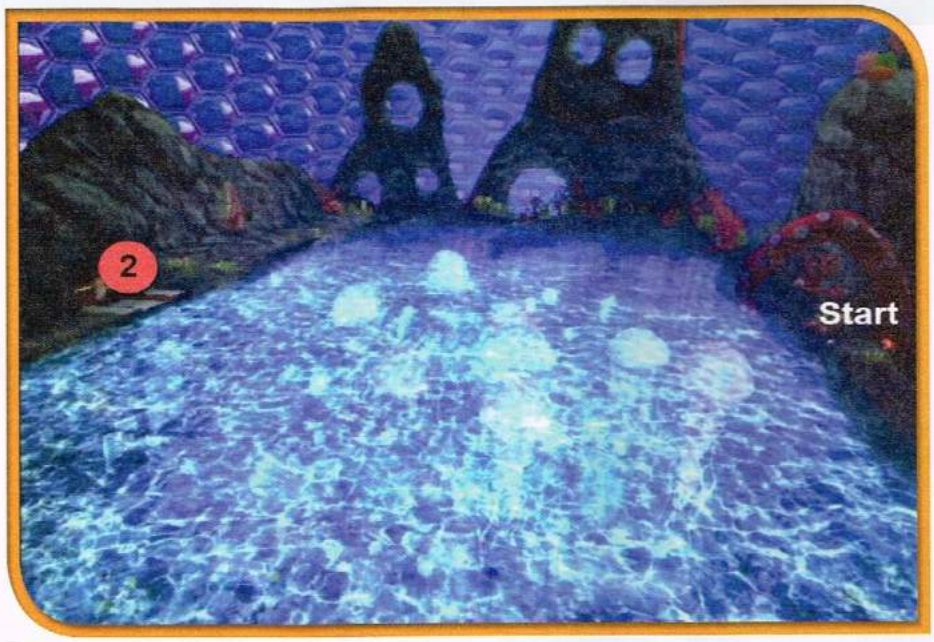
ACT 4

Mission

This huge cylindrical area features water pools and aquarium tanks interspersed with interior areas guarded by Egg Pawns. Dozens of different routes lead from start to finish, but our way is fairly quick and takes you through the special items.

SPECIAL RING!

The unusual starting point allows progress to the left or right. Prepare for a scare if you go right, as a Big Chaser drops in behind and takes a few heinous swipes as Sonic descends a spiral tentacle. The better choice is to go left, so jump into the water. Drop down to the first platform **(1)** and collect the regenerating Yellow Wisp capsule. Activate the Yellow Drill and torpedo across the lagoon and out to snap up the Special Ring **(2)** on the ledge.



Level Details

Rank	Score
S	1,700,000
A	1,250,000
B	900,000
C	550,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

Enemy Types

EGG PAWNS
Points: 1,000

CHOPPER
Points: 5,000

JAWZ
Points: 5,000

BIG CHASER
Points: 5,000

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
YELLOW DRILL
Available in This Act
Always

Wisp Power
CYAN LASER
Available in This Act
Always

AQUARIUM PARK - ACT 4

Swim back to the capsule **(1)** and reactivate the Yellow Drill form again. Head right, then down, drilling through the blocks and into the pipe opening **(3)**. Sonic collects a Cyan Wisp capsule as he pops out onto the path. Enter the corridor and use Cyan Laser on the sparkling optical cable **(4)** to shoot ahead to the dome entry checkpoint **(5)**.

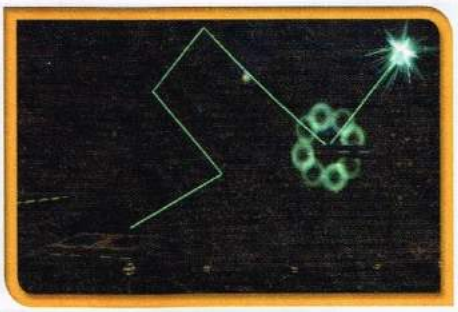
THE DOME: OVERVIEW

The "dome" is built like a huge cylinder. Take a quick peek at our Act 4 map to get the big picture. You enter at the top of the dome **(5)** and work your way downward around the central structure to the exit tube **(23)** at the bottom. The key to quick travel is to use several pipes that allow you to bypass areas.

SPECIAL RING!

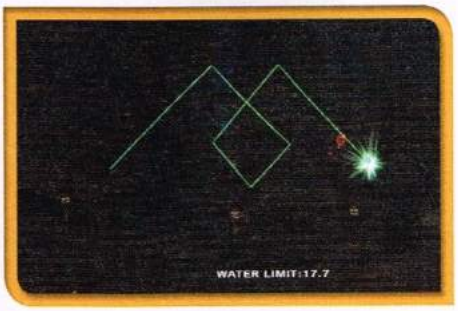
This next Special Ring is a tricky one—you must work hard for it. Go down the slope from the entry checkpoint **(5)** and dive into the water **(6)**. Swim through the nearby Yellow Wisp capsule and transform into the Yellow Drill to make Sonic impervious to hostile robot-fish and speed up travel. Jet to the right (see the arrow on our map) and veer through Yellow Wisp capsules along the way to keep your color power gauge in good shape. Avoid pipe openings for now—your goal is to head to the right, swimming beneath the underwater ceilings until arriving at the *second* stretch of water that's open to air above. Don't surface until you reach its far shore, then hop out and continue on solid ground.

You come to a low wall, but don't slide under it. Instead, use the spring rod to hop up onto a platform with a Cyan Wisp capsule **(7)**. Hop over to the double-platform **(8)** just beyond, activate the Cyan Laser, and aim it as shown in our screenshot so it ricochets off the crate back through the first Super Ring. Sonic ends up dropping through a new Cyan Wisp capsule that spawns on the next platform.



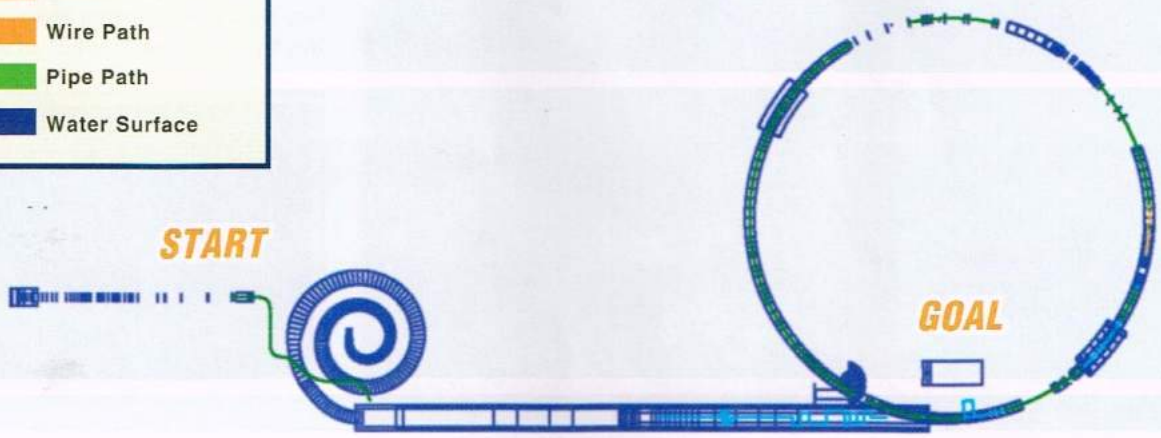
Walk to the right edge of this platform, activate Cyan Laser, and aim it as shown in our next screenshot—again, aiming to ricochet off the crate through the nearest Super Ring. Sonic ends up dropping onto yet another platform with a newly spawned Cyan Wisp capsule.

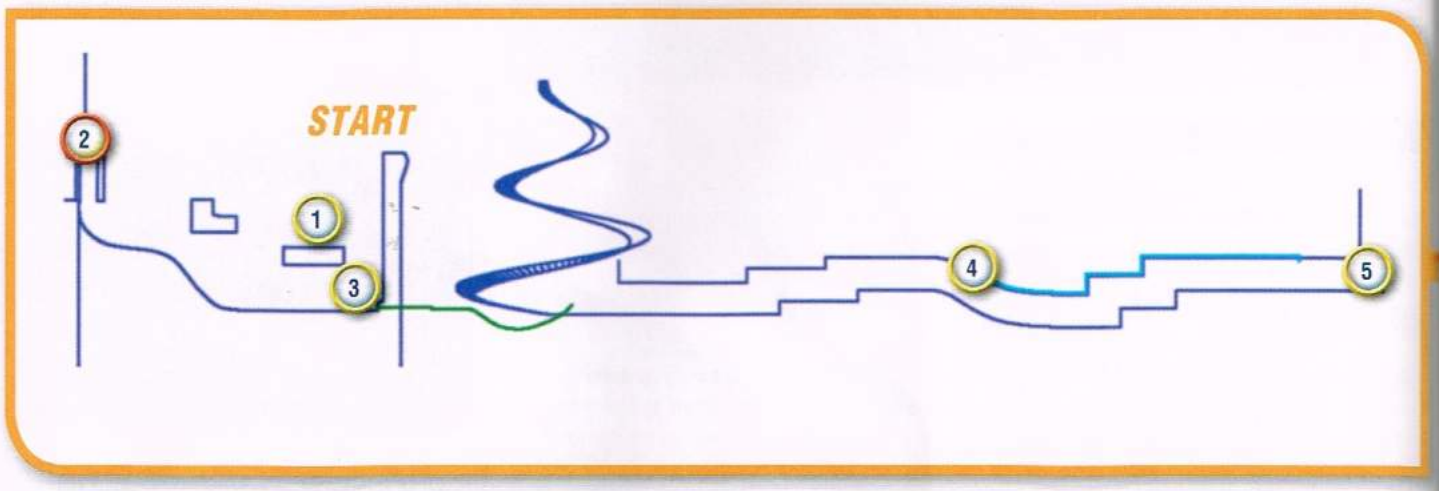
This time you don't have a Super Ring to show you the proper angle for the ricochet. Grab the capsule, fire it up, and aim as shown in the next screenshot to ricochet off the bottom of the single crate that's up and to the left; the shot sends Sonic right through the Special Ring **(9)** floating up high beyond the crates. Whew!



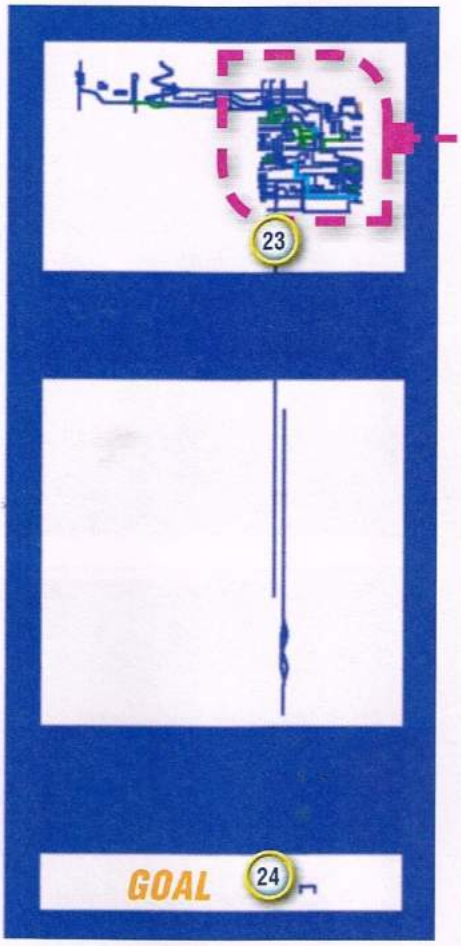
LEGEND

- Special Ring
- Grind Path
- Wire Path
- Pipe Path
- Water Surface

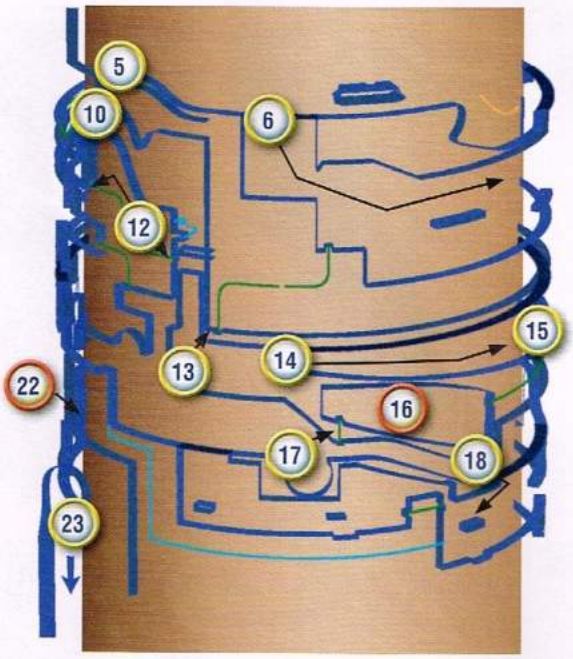




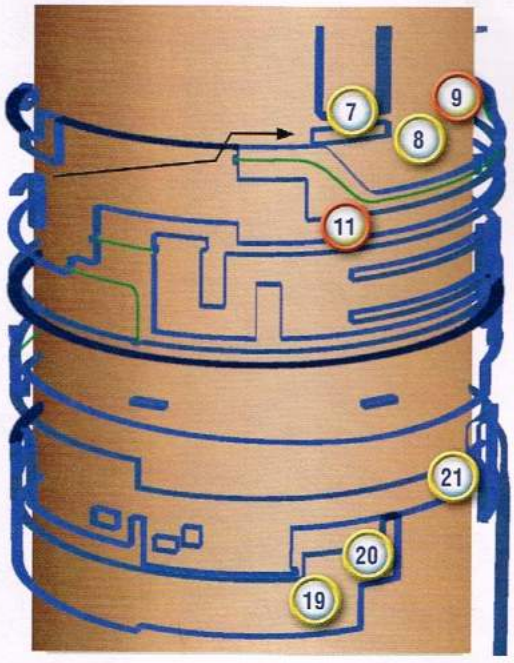
AQUARIUM PARK - ACT 4



FRONT VIEW

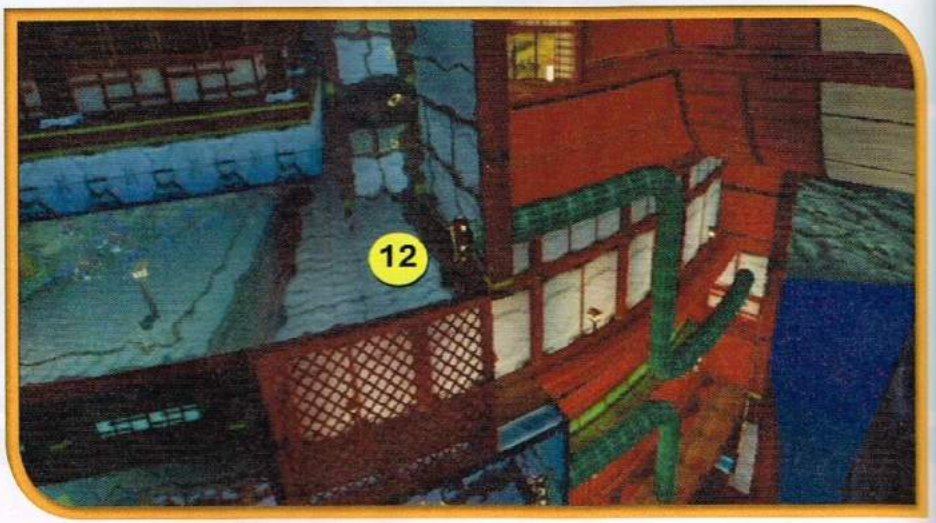


BACK VIEW



SPECIAL RING!

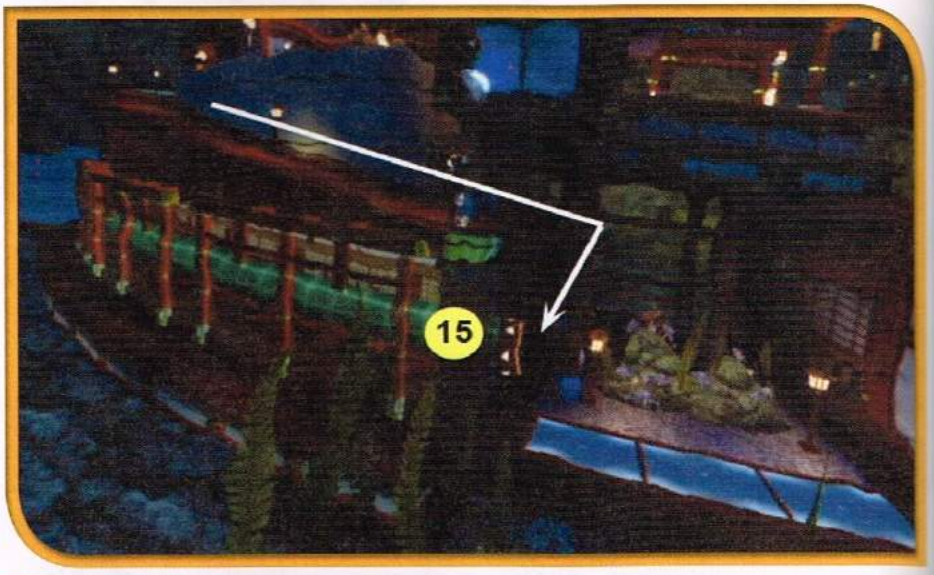
After landing down on the walkway, proceed up the slope on the right to the small pool of water **(10)** and jump in. At the bottom of the water shaft, go left. It's a long swim to the Special Ring **(11)**, so hurry before Sonic runs out of air. After snagging the Ring, you can also get the Yellow Wisp capsule and use Yellow Drill to speed back to the water shaft where you started.



Instead of going up the shaft, however, steer into the pipe opening **(12)**; Sonic ends up atop a column of destructible white blocks clogging a vertical shaft. Stomp down through the blocks to the bottom **(13)**. Run to the right until you reach the next pool of water.

SPECIAL RING!

Just step off the edge and into the water to drop right onto a Yellow Wisp capsule **(14)**, then activate Yellow Drill and cruise to the right, moving along the floor as it slopes gently downward. When you reach a small drop-off with a pipe opening **(15)** leading back to the left, zoom into the opening.



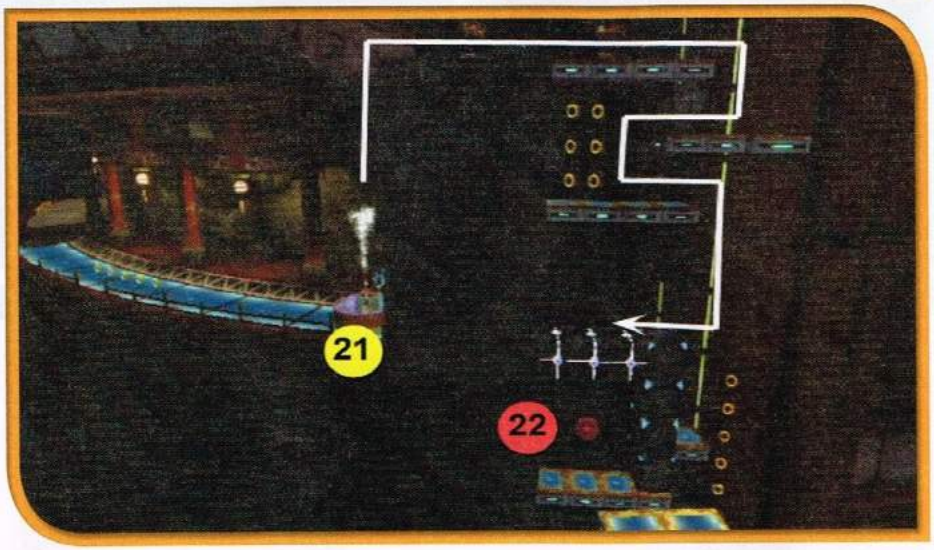
This shoots Sonic into an enclosed tank with a Special Ring **(16)**—the only way in is the pipe you just used, and the only way out is another pipe opening at the opposite (left) end. Speed through the Special Ring and the nearby Yellow Wisp capsule to replenish your color gauge, then dive into the exit pipe **(17)**. Sonic ends up on a small slope leading down to another tank of water **(18)**.

AQUARIUM PARK - ACT 4

1-UP!

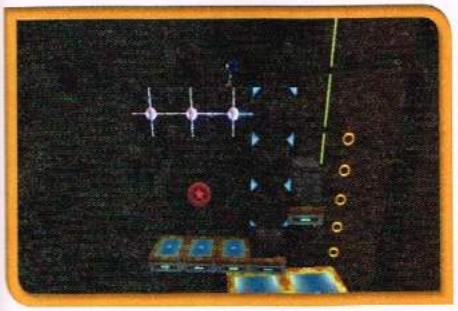
You can take one of two routes here: either hop across the surface and follow the walkway above water, or swim below the walkway. We recommend swimming, so dive in **(18)** and veer left to the Yellow Wisp capsule, then activate Yellow Drill and speed to the right. Cross the first tank and drill through the blocks in the lower-right, then continue through the 1-UP **(19)** and a Cyan Wisp capsule **(20)**. (You'll need Cyan power shortly.) Exit by shooting up the water shaft at the end.

SPECIAL RING!



After Sonic pops out of the water shaft, jump in the fountain **(21)** to the right. It blasts Sonic up a cliff where a pair of Egg Pawns wait with drawn swords. Zap them and work your way down two platforms by pushing a movable crate that's in the way. Take a small step off the second platform to land on the movable crate below (the one you just pushed down). The Special Ring **(22)** is visible, but it's closed in by blocks.

Jump up above the Ring and onto the white-lit (destructible) blocks, activate the Cyan Laser, and aim it downward. Sonic smashes through the blocks and shoots through the small chamber, nabbing the Special Ring. If the laser path doesn't shoot Sonic out of the chamber (it should), just push the second movable crate to get out.



Now just follow the path below through the checkpoint and use the Dash Panel to start your wild descent down the long final tube **(23)** toward the finish. Fortunately, the first thing Sonic hits is a White Wisp capsule. You'll need the Boost!

THE BIG CHASER

The Big Chaser-that you may have glimpsed at the start is now hot on Sonic's tail. This foe has two attacks: he either zooms in close for a big swipe of his metallic claw, or he fires twin laser beam down two lanes. When the monster closes and prepares to swing, hit your Boost button so Sonic sprints ahead out of reach. When you see the Chaser's laser beams burn up from behind in two lanes, use Quick Step to dodge into the free lane. Sonic dashes through more White Wisps on the way for additional Boost power.

Sonic twirls through a looping section of track, then the Big Chaser settles in behind again for one last chase. At the end, the monster explodes and Sonic lands on a platform holding a Prison Capsule **(24)**. Jump into the capsule to free the Wisps!

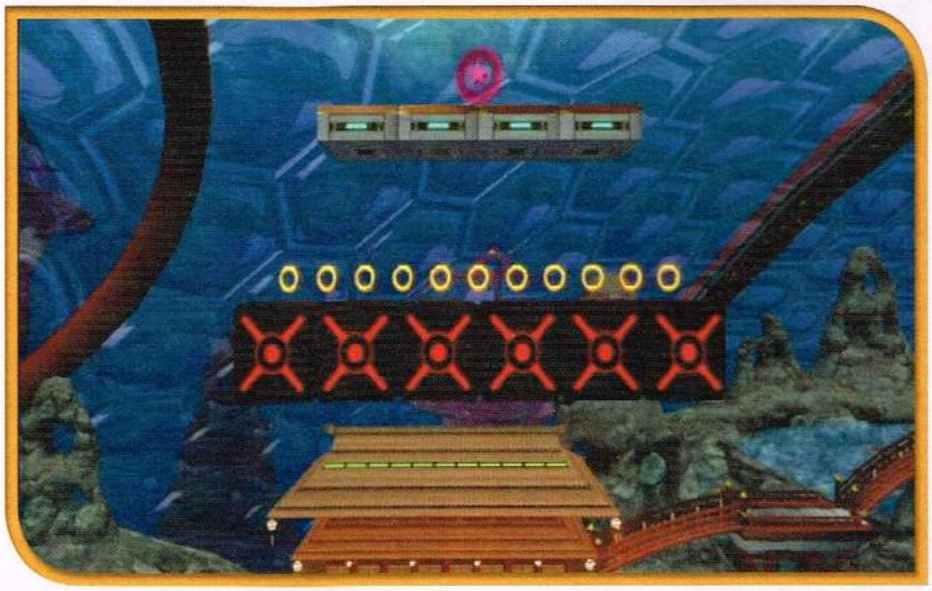
ACT 5

Mission

This is a short challenge that consists almost entirely of bouncing on mobile Springs as they move across the area toward the Goal Ring. If you don't care about collecting Special Rings on the way, this Act is extremely easy to complete. But Sonic fans want those Rings, of course, and that makes things considerably more difficult.

TWO SPECIAL RINGS!

Hop aboard the yellow mobile Spring **(1)** to start bouncing. Remember that you can Stomp-bounce to go higher. The Spring keeps moving left-to-right, and platforms shudder and then fall seconds after Sonic lands on them, so you can't dally anywhere. Bounce through Rings and a few Super Rings as you go. As Sonic approaches the first Special Ring **(2)**, Stomp to bounce high over the explosive blocks onto the platform, then run through the Special Ring.



Level Details

Rank	Score
S	950,000
A	750,000
B	550,000
C	350,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,000
2	182,000
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Enemy Types

EGG PAWNS

Points: 1,000

SANDWORM

Points: N/A

AQUARIUM PARK - ACT 5

You can reach the second Special Ring **(3)** in a couple of ways. One is to let the mobile Spring move just past the Ring's platform, Stomp-bounce up and left onto the platform to collect the Ring, then quickly leap back to the mobile Spring before it hovers too far away. You can also try to leap up onto the explosive block nestled against the platform as you approach; quickly kick the movable crate blocking your way (move against the crate and press your Boost button) so it flies off the platform, then run through the Special Ring and drop back onto the Spring.

After collecting the second Special Ring, Sonic reaches a platform with a checkpoint. This platform won't drop until after you choose to leave it, so you get a breather here.

TWO SPECIAL RINGS!

The next two Special Rings are *much* tougher to reach. As you approach the first one **(4)**, hop up to the highest small platform and touch the explosive block to the right. Double Jump as high as possible just before the explosion, then drop through the Special Ring and back down to the mobile Spring.

The next move must happen immediately. The moment Sonic reaches the mobile Spring again, quickly Stomp-jump to bounce up onto the high platform full of Rings and Super Rings. Hop up onto the row of four explosive blocks, then run to the right and leap to the next row of blocks. Run through the Special Ring **(5)** and into the Rainbow Ring to the right. This shoots Sonic down through a series of other Rainbow Rings.

After Sonic sprints through a loop and speeds down a vertical track, he drops down a narrow shaft. At the bottom, a Dash Panel propels Sonic through a new checkpoint into a Spring that shoots him up to a new platform. Cross it carefully! A trio of Sandworms up on the ceiling fire energy blasts down at the platform. Hop across the explosive blocks to a set of three connected mobile Springs. These Springs start rising.

SPECIAL RING!

First, Stomp-bounce from the rightmost Spring to touch the bottom block of a vertical column of explosive blocks. This detonates the whole formation well before Sonic reaches it. Then repeat this move by Stomp-bouncing up to the L-shaped formation of blocks so they explode early too, allowing access to the Special Ring **(6)**.

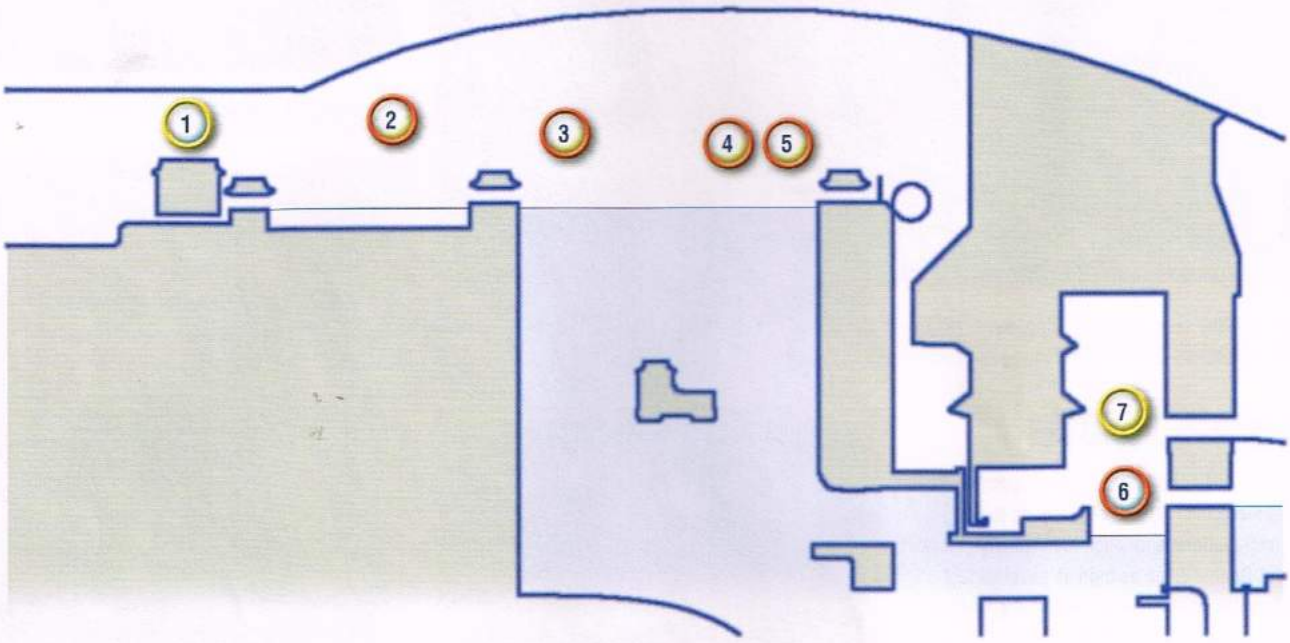
Now ride up toward the Goal Ring **(7)**. Another trio of Sandworms opens fire from above, so prepare to bounce out of the line of fire. When the three Springs stop rising, make a final Stomp-jump up into the Goal Ring.

LEGEND

Special Ring

START

GOAL



AQUARIUM PARK - ACT 6

ACT 6

Mission

Here's another big, fun level with a great variety of challenges and travel options. Dive in the water, run through a school of red fish **(1)** to pick up a protective escort (see our "Red Schools" Tip a few pages ahead), and start running across the ocean floor. Follow the path shown on our map until you reach the Yellow Wisp capsule **(2)**. Don't use it yet! Yellow Wisps are scarce in this aquarium. Keep working your way into the second underwater area **(3)** and drop down the shaft until Sonic reaches the pipe opening **(4)**. Activate the Yellow Drill here and dive into the pipe.

Level Details

Rank	Score
S	1,850,000
A	1,250,000
B	950,000
C	650,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
YELLOW DRILL
Available in This Act
Always

Wisp Power
GREEN HOVER
Available in This Act
Always

Enemy Types

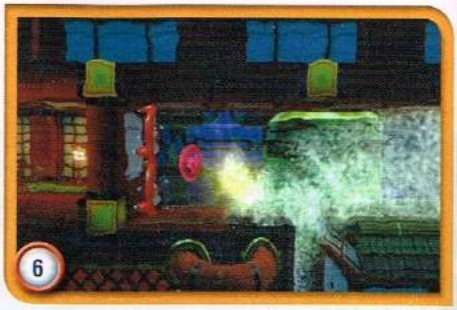
EGG PAWNS
Points: 1,000

CHOPPER
Points: 5,000

CRABMEAT
Points: 1,500

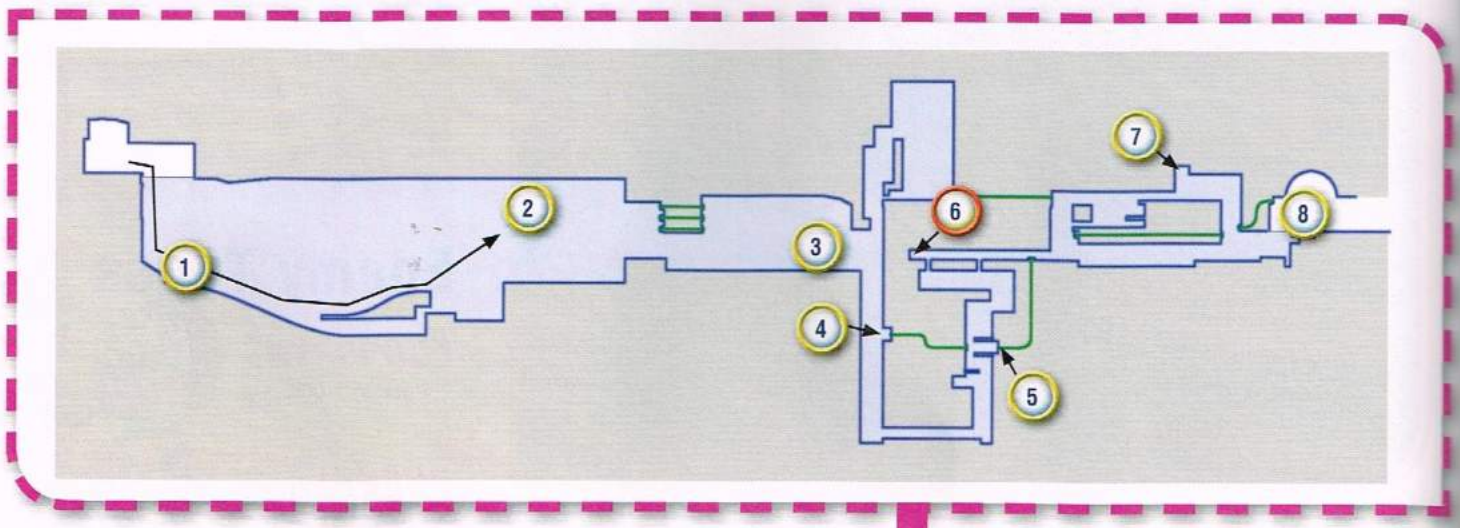
BUZZER
Points: 1,500

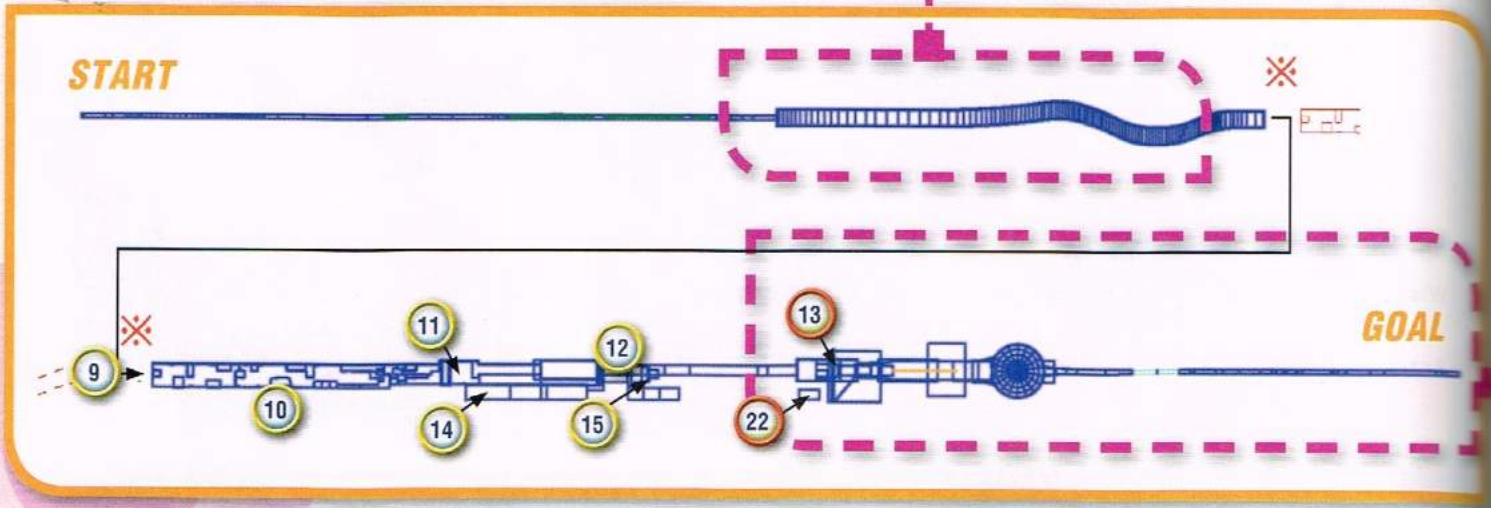
JAWZ
Points: 5,000



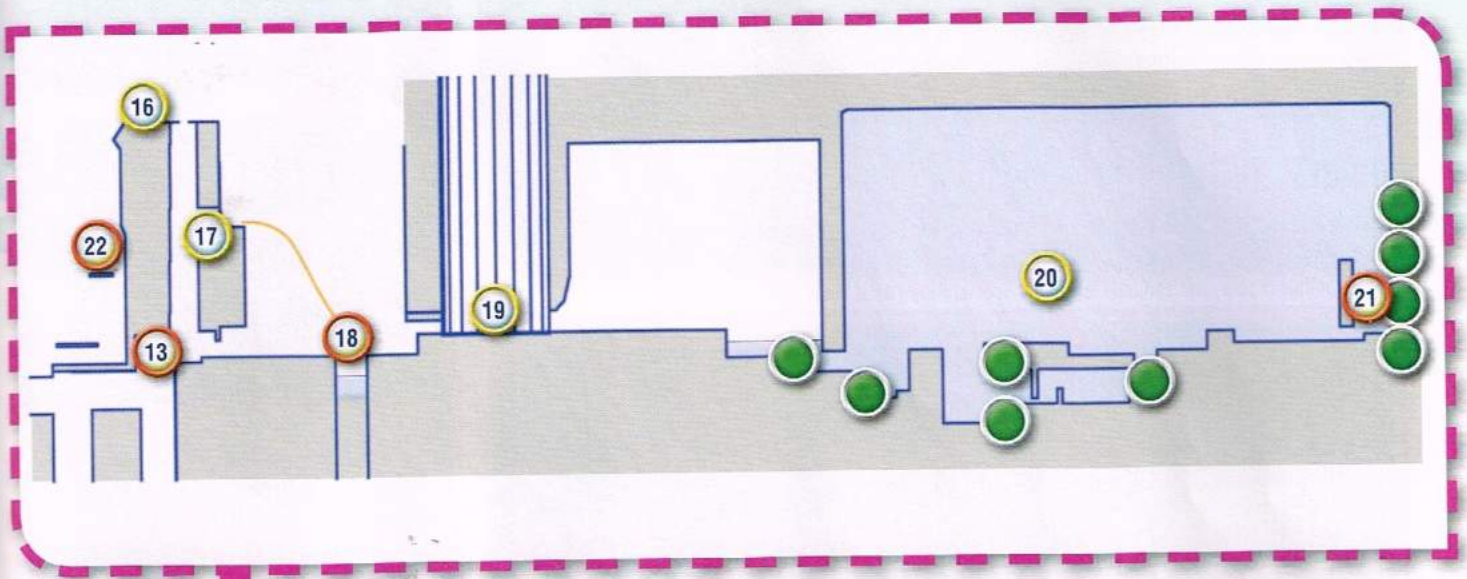
LEGEND

- Special Ring
- Wire Path
- Pipe Path
- Sea Monster Cave





AQUARIUM PARK - ACT 6



RED SCHOOLS

Schools of small red fish swarm protectively around Sonic when he passes through them. They also move with him. When escorted by a red school, Sonic can breathe and suffers no damage if struck by a hostile fish, although the school disbands with the attack. (The school does not disband if Sonic is spinning when the hostile fish hits.)

If no attacks occur, the school stays with Sonic for about 20 seconds. But if Sonic moves through another school during this time, the second school replaces the first and the timer starts over. Note that red schools tend to gather near air bubble sources.

SPECIAL RING!

When Sonic emerges from the first pipe, aim straight across the shaft into another pipe opening **(5)**. (This happens almost automatically.) The pipe empties into a horizontal passage. Turn left, drill through the destructible blocks, and continue left to the Special Ring **(6)** at the end of the passage.

1-UP!

The moment Sonic collects the Special Ring, reverse the Yellow Drill's direction and exit the right end of the shaft. Hurry! Sonic must be in Yellow Drill form to reach the next goodie. Veer upward and follow the outside wall all the way to a 1-UP **(7)** tucked in a ceiling alcove.

Now work your way down and to the right until Sonic can pop out of the water **(8)**, standing at the top of a curving track. Run full speed to the end **(9)** where you must execute a mighty Double Jump to traverse the chasm and beyond the waterfall to the river on the other side.

Start moving upstream. Several dangerous, missile-firing Crabmeats **(10)** try to impede your progress. Smash through them, but keep moving—their homing missiles are tracking Sonic! Fight through several Egg Pawn swordsmen just beyond, too.

There's a fork in the road when Sonic reaches a Green Wisp capsule on the left and a fountain on the right **(11)**. From here, there are two different routes, each leading to a different Special Ring location. We'll call them the Low Route and the High Route.

AQUARIUM PARK - ACT 6

THE LOW ROUTE: SPECIAL RING!

Collect the Green Wisp capsule, hover up the ledge, and slam through the Egg Pawn squad at the top. Slide under the low wall and immediately start jumping forward to cross the collapsing bridge **(12)** and pass through the checkpoint.

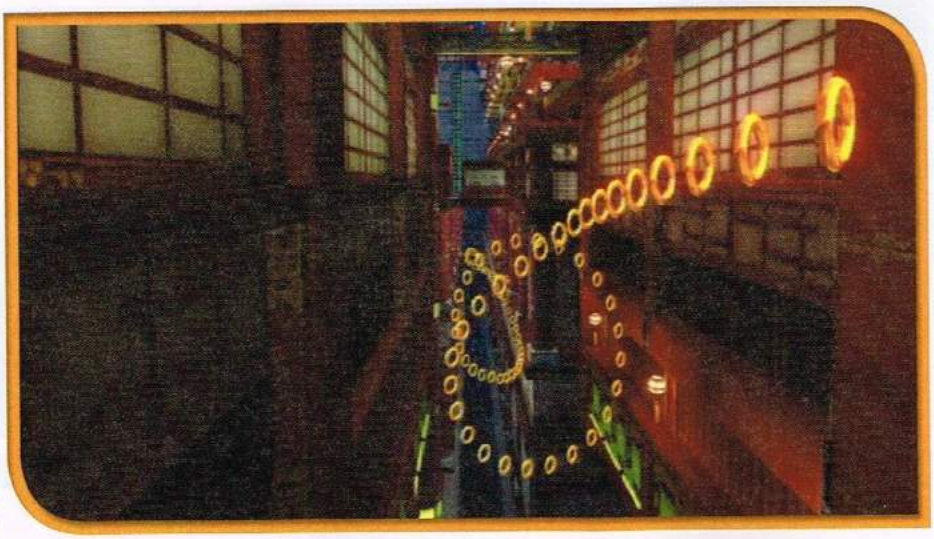
Continue down the corridor, making Double Jumps over the three big gaps until Sonic reaches the Ramp. It launches him skyward, right through a Special Ring **(13)** and into a high-flying Trick Jump that lands on a walkway just beneath another Special Ring **(18)**.

Unfortunately, it cannot be reached from here. (You must take the High Route to collect this Ring). Hop over the canal, bounce up one of the Springs, and proceed into the domed structure just ahead **(19)**. Skip over the following section on the High Route and read "The Dome Ambush" on the next page to continue.

THE HIGH ROUTE: SPECIAL RING!

At the fork **(11)**, jump into the water fountain to bounce upward, then veer to the right and through the open window. When Sonic lands inside the room, go through the checkpoint and the Green Wisp capsule **(14)**.

Activate Green Hover and Ring Dash upward through the Rings leading to the ledge, then continue forward through the Egg Pawns. Hurry! Reach the long, spiraling trail of Rings before the Green Hover form expires, then use Ring Dash to follow the trail. (If you don't make it, read our "Special Ring!" Note below. It's a wild ride that leads up through a flight of Buzzers and onto a small platform **(15)** overlooking a steep drop.



SPECIAL RING!

***If you don't reach the Ring trail before Green Hover expires, Sonic can still Air Boost across the next gap to a platform. From there, ride a winch up, then work your way across smaller platforms to a Special Ring* (22). *The Spring behind the Special Ring bounces Sonic up to the open shaft freefall* (16).**

Collect the Green Wisp capsule here, activate Green Hover again, and use Ring Dash through the lines of Rings and another capsule until Sonic reaches the Spring on the far side. This Spring shoots him up through a series of other Springs that eventually bounces Sonic above the high roof **(16)** where he starts falling down an open shaft in a controlled glide.

About halfway down, look for a passage with a Dash Panel **(17)** branching off the main shaft. Guide Sonic onto the Dash Panel to zoom forward and ride a zip-line wire down through a Special Ring **(18)** and onto the ground. Bounce up one of the Springs and enter the domed structure beyond **(19)**.

THE DOME AMBUSH

Here's where the two routes (High and Low) merge back together. The far gate of this big circular room won't open until you defeat every enemy in the room. Sonic begins facing six Egg Pawn swordsmen with three Crabmeats firing salvoes of homing rockets in support. But eight more Egg Pawns will drop down from above during this fight, so don't stop moving and keep up the Homing Attacks.

SPECIAL RING!

When the last foe falls and the far gate finally opens, exit the dome and follow the walkway to the water. Dive in and start working your way across the large underwater cavern. Watch out for huge sea monsters! They lunge out of caves in multiple locations (marked by green circles on our map), including four on the far wall behind the Goal Ring. Try to keep schools of red fish around Sonic as often as possible for protection.

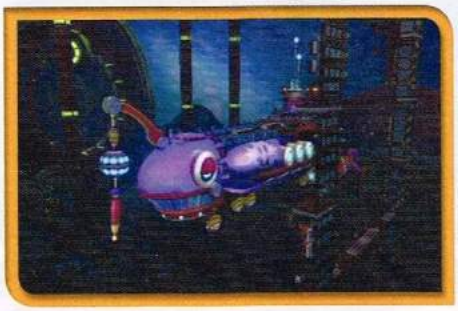
There's a Yellow Wisp capsule **(20)** up high, about a third of the way across, which makes it easier to reach the far right wall. Go underneath the rock column with the Goal Ring and come up behind it to collect the last Special Ring **(21)**. Again, four sea monster caves line the wall vertically behind the rock column, including one directly behind the Special Ring. So be ready for scary attacks.

AQUARIUM PARK - BOSS

BOSS

Mission

This boss battle pits Sonic against Admiral Jelly of the Sugar Armada and his submarine crew. The basics of this fight are similar to the previous one versus the pirates in the Sweet Mountain theme park, but the movement is much different because the action all takes place underwater. The battle features two different phases that repeat twice. Your overall goal is to defeat the Admiral. But he won't appear until after you shut down his vessel.



Level Details

Rank	Score
S	1,900,000
A	1,750,000
B	1,350,000
C	1,000,000

Stage Length	Boss-only
Time Over	6:05
Starting Points / Points Deducted Per Second	950,000 / 2,600

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	1,000,000
1	750,000
2	650,000
3	200,000
4	100,000
5 or more	0

Wisp Powers Available

Wisp Power

YELLOW DRILL

Available in This Act

Always

Boss

ADMIRAL JELLY

Points: 100,000

SUBMARINE CREW

Points: 10,000

PHASE 1: HIT THE SWITCH.

The Sugar Armada submarine is moored in an underwater dock. Sonic begins on the sub's deck **(1)** near the bow. Your first objective is to head aft to the blue-knobbed switch near the stern. You must "break" this switch to halt the ship's functions and lure out Admiral Jelly and crew. But the switch is inside a protective compartment with a cover that Sonic cannot smash through.

Fortunately, as you cross the deck, the sub's first three launch tubes **(2)** start spitting out homing missiles that track Sonic. Why is this fortunate? Because homing missiles can shatter the housing around the switch compartment. So your task is to keep the missiles on Sonic's tail and lead them to the switch.

Swim between the large air bubbles and the huge ICBM rockets that launch regularly from the tubes amidships **(3)** to cut off homing missiles that get too close. One of the homing missiles (from the middle launch tube in the second set of three) gives Yellow Wisp power to Sonic when it explodes. Save this power for the next phase! Be sure to replenish Sonic's oxygen supply with small air bubbles when you can.

When Sonic reaches the switch compartment **(4)** with homing missiles chasing him, duck down behind the right side to lure in a missile strike. It takes just one missile to blast open the compartment. Then drop right under the switch on the right side and unleash a Spin Attack to knock it over. This temporarily shuts down the sub's systems. As the vessel drops, Sonic leaps off and lands on the nearby underwater dock.

PHASE 2: DEFEAT ADMIRAL JELLY.

Soon Admiral Jelly and his submarine crew exit the ship to attack Sonic. Run along the dock and scoop up a few Rings, waiting for the Admiral to get in range. Then activate the Yellow Drill and start hunting him down, slicing through his crew mates as you give chase. An onscreen red arrow icon indicates which direction the Admiral is in relation to Sonic. He tries to zoom away when you get close, but hit the Boost button! One good Yellow Drill strike sends the Admiral and crew back to their quarters.

If you don't have Yellow Drill available or fail to catch the Admiral before the drill form expires, you must keep Sonic breathing! So drop down and hang out near one of the four air bubble sources. Hop upward when Admiral Jelly makes his twirling torpedo attack, then nail him with a quick Spin Attack. It takes three regular hits before the Admiral and crew flee.

REPEAT THE PHASES.

Sonic automatically returns to the sub's deck. Repeat your spin past the homing missiles, again luring at least one missile into the switch compartment. When the housing shatters, hit the blue-knobbed switch again to bring back Admiral Jelly and his minions. This time, the swarm is much thicker, so quickly activate the Yellow Drill and hunt down the Admiral a second time to end the Act, or hang out near an air bubble source and hit him three times with standard Spin Attacks. Once the sub skipper goes haywire, be sure to zoom back and forth under him to scoop up Rings he expels.

ASTEROID COASTER

ACT 1

Mission

Welcome to the Asteroid Coaster theme park. As the name suggests, prepare to ride a few roller coasters and take a few bounces through asteroid fields. Keep in mind that while cruising in a coaster car, you can jump up to grab items hovering above the track; Sonic lands right back in his seat unless he hits an acceleration Ring (Dash Ring or Rainbow Ring) that propels him away from the car.

Level Details

Rank	Score
S	1,850,000
A	1,500,000
B	1,150,000
C	800,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

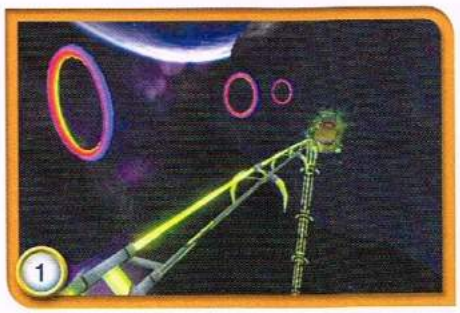
Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
PURPLE FRENZY
Available in This Act
Always

Enemy Types

EGG PAWNS
Points: 1,000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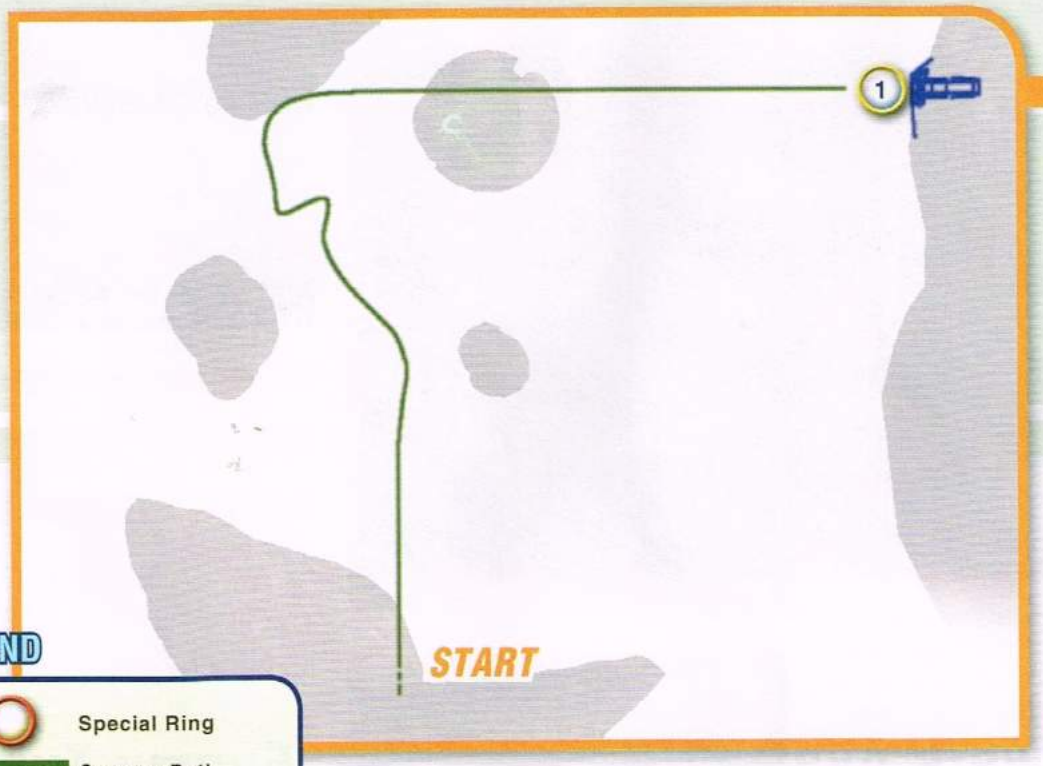
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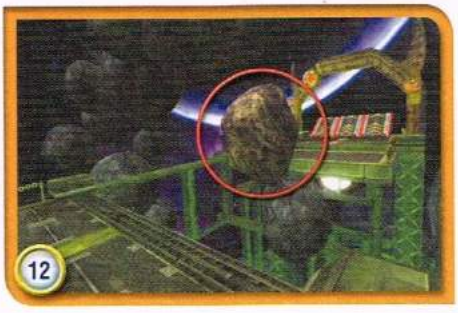
START
LEGEND
Special Ring
Coaster Path
Wire Path

11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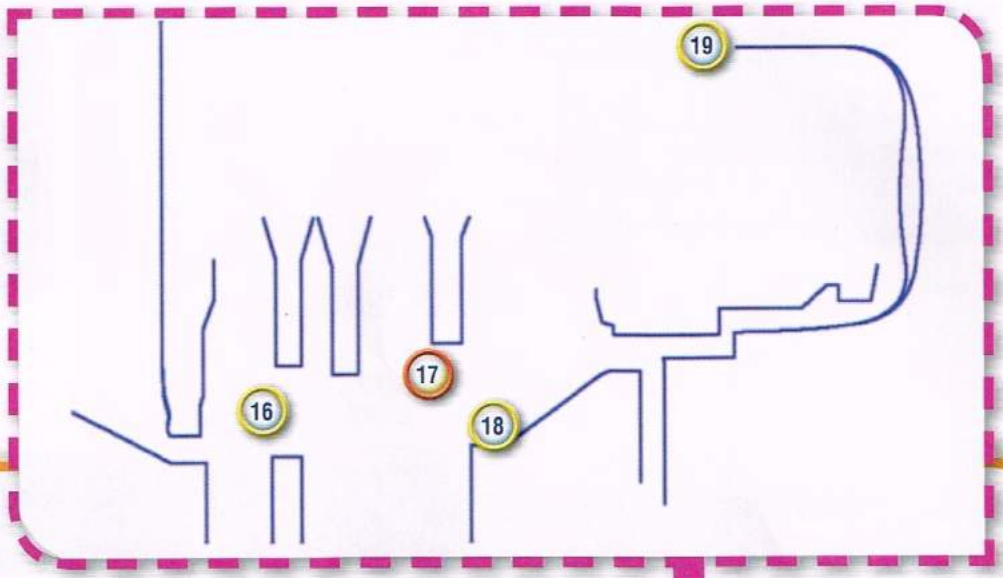
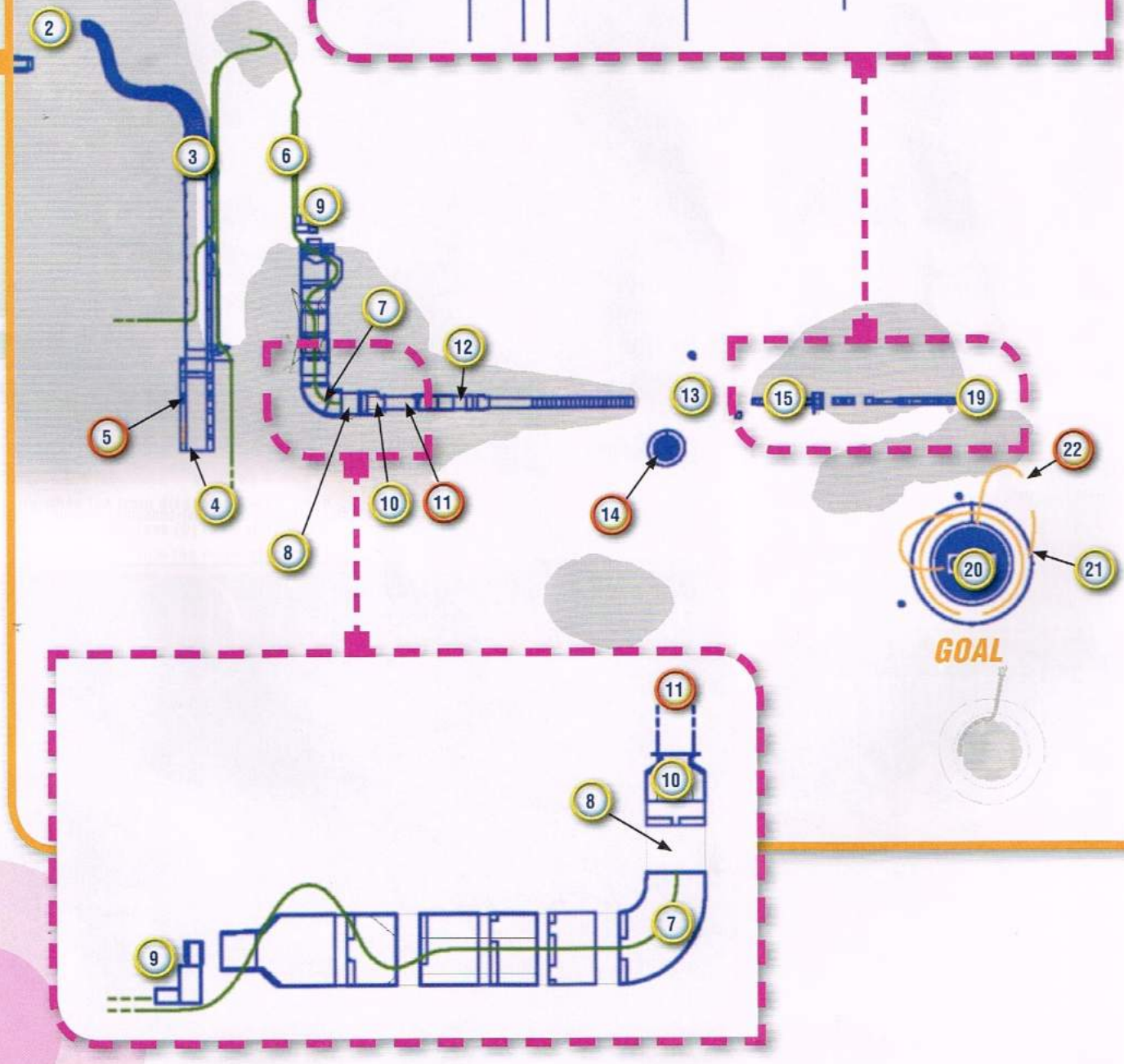
ASTEROID COASTER - ACT 1

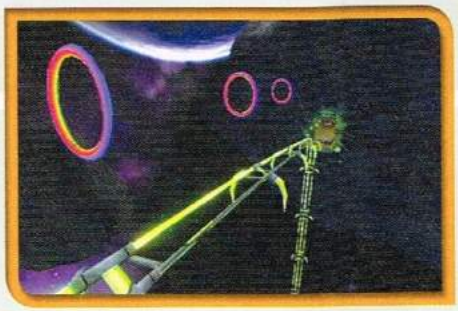




PURPLE FRENZY!

Asteroid Coaster, Act 1 introduces Purple Color Power. After completing this mission, Purple Wisps occupy all Purple Wisp capsules, including those you find during replays of earlier stages.

Sonic begins on a roller coaster train. Ride the first track, jumping to pluck lines of Rings along the way. When the train reaches the track's end **(1)**, don't ride it down or you'll lose a try. Instead, leap up into the Rainbow Rings to bounce across to the platform and hit the first checkpoint.



Run into one of the Springs and target each of the three glowing blue lights with Homing Attacks to bounce across the gap **(2)**. (You'll do this sort of "attack-bounce" many times to cross gaps in the Asteroid Coaster park.) Dash along the curving track and bounce up onto the walkway to find an occupied Purple Wisp capsule.

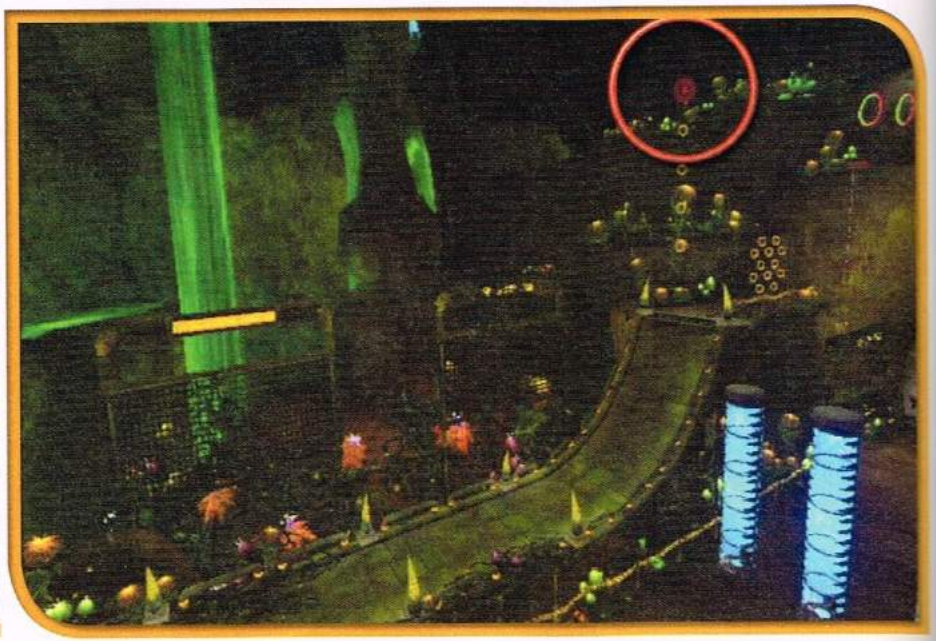
The walkway ahead features several clusters of tall columns that look like giant test tubes filled with glowing blue liquid. More Purple Wisp capsules are interspersed between and amongst the clusters. These blue columns are indestructible to everything except the Purple Frenzy form.

So your task here is to use Purple power to chomp wildly through this veritable forest of blue. Keep the frenzy going between clusters of columns by munching through the Purple Wisp capsules arrayed there.

SPECIAL RING!

Keep chomping in Purple Frenzy form until you reach the last cluster of blue columns at the end of the walkway on the right side. Eat enough of these columns to reveal a hidden Spring; use it to bounce up and grab the winch handle which pulls Sonic onto the ledge. He lands in a White Wisp capsule.

Ride the zip-line wire down to the curving track, then use Boost (thanks to the just-consumed capsule) to speed up the curve into the Special Ring **(5)** hovering above it.



ASTEROID COASTER - ACT 1

Target the winch handle across the next gap to ride up the cliff face into a series of Rainbow Rings. These then propel Sonic off a Ramp and into another speeding roller coaster train.

1-UP *OR* SPECIAL RING!

Be ready! The moment a second train pulls up beside Sonic's, jump over to this new train. (If you don't, the first train takes Sonic down and you lose a try.) Ride the second train through the loop and toward a mountain with several cave entrances.

Now a third train pulls even on the right **(6)**. Here you have three choices:

Option 1: **Hop over to the third train and ride it all the way through the mountain. As Sonic reaches the mountain's far exit, jump into the Rainbow Rings (7) before the train goes down or else you'll lose a try. The Rainbow Rings fling Sonic through a floating 1-UP (8) and onto a platform with a Ramp. The Ramp shoots Sonic up into a Trick Jump that propels him through the mountain exit.**

Option 2: **Stay on the second train, but jump into the red Dash Rings before you reach the mountain or else you'll lose a try when the train dives downward. Then use a series of fans (9) to float up to the lower entrance into the mountain (the one guarded by two Egg Pawns). Run through the checkpoint (look for the coaster rail overhead) and hop/bounce across gaps to reach the Ramp at the far exit. The Ramp shoots Sonic up into a Trick Jump through the mountain exit.**

Option 3: **Stay on the second train, jump into the red Dash Rings, and use the series of fans (9) to float up past the lower entrance to the *upper* entrance into the mountain. Run through the checkpoint and run/jump across a series of platforms loaded with Rings. When Sonic reaches the curved platform (7), make a big Double Jump across to the final platform with a Ramp (10). The Ramp shoots Sonic up through a Special Ring (11) (circled in our screenshot on the right) that hovers at the mountain exit.**

After exiting the mountain, Sonic reaches a small cluster of boulder-sized asteroids **(12)** twirling in the next gap. All are gray except a single brown one. Note that brown asteroids are destructible, so nail them with Homing Attacks to bounce forward. When you jump, a lock-on cursor appears on any nearby brown asteroid. Attack the one in the gap to bounce across to another Ramp that launches Sonic out into a teeming asteroid belt **(13)**.

SPECIAL RING!

First, work your way toward the small Saturn-like mini-planet with a ring around it, off to the right—just keep attacking asteroids and bouncing in that direction. When Sonic lands on the planet's ring, run completely around it twice to spawn a Special Ring **(14)**, plus a new Spring. Tricky, eh? Scoop up the Red Ring, then use the Spring to bounce back toward the asteroid belt.

Continue the task of attacking brown asteroids to bounce across the belt. Look for Springs attached to asteroids, too. These help guide Sonic toward a "landing strip" **(15)** with a checkpoint on the huge asteroid to the left of the odd one with yellow windows.

SPECIAL RING!

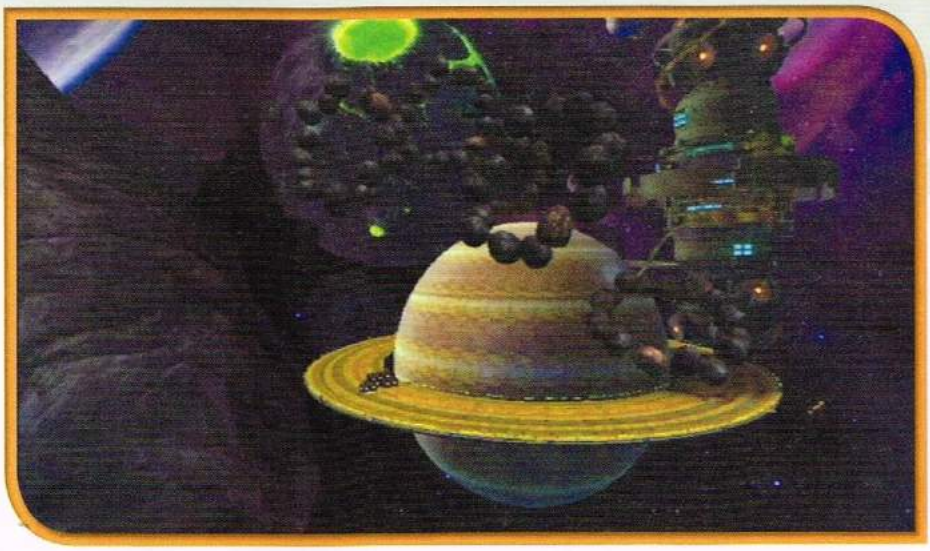
Follow the rock ramp down to a cavern filled with moving platforms. This room features some bizarre gravity. The first bounce into a Dash Ring reveals what's amiss—Sonic is bouncing upside down! As you hop platforms to move across the cavern, the gravity suddenly shifts to the opposite direction. To make matters worse, Egg Pawn gunmen occupy many platforms.

Move quickly across the moving platforms, then pause to get your bearings when Sonic reaches solid, unmoving perches. A Special Ring **(17)** initially looks almost impossible to reach, then suddenly seems easy to grab during the approach as the gravity shifts. But just as Sonic gets close, the gravity suddenly shifts again! Try to hop to the spot directly above it on the platform, then fall through it with the next gravity shift.

After collecting the Special Ring, Sonic drops onto a walkway panel that starts collapsing. Quickly hop to the Purple Wisp capsule **(18)** and move up the rock ramp. Activate Purple Frenzy and chew through the blocks and pawns in the passage.

ASTEROID COASTER - ACT 1

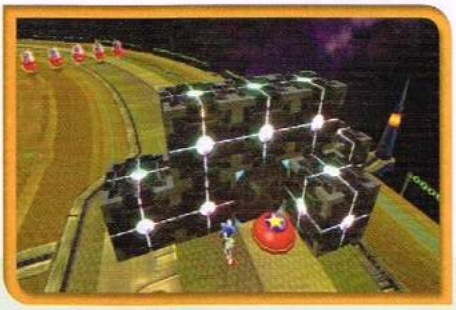
Use the Dash Panel to make the sprint up the twisting, curving, climbing path that ends at a set of Springs **(19)**. These bounce Sonic out into another large asteroid belt. Attack and bounce your way across the brown asteroids toward another ringed planetoid **(20)** where the Goal Ring sits directly on top. But if you go straight to the Goal Ring you'll miss the last Special Ring.



SPECIAL RING!

Bounce down to the ring around the planetoid. You find lines of Purple Wisp capsules spaced evenly between mounds of blocks. Each mound hides a Spring that can bounce Sonic up to zip-line wires above. Collect a Purple Wisp capsule and follow the ring until you see the block mound with a zip-line handle **(21)** just above it; the zip-line wire leads off toward the eerie-looking asteroid with yellow windows. (See our screenshot to the right for help—we circled the handle).

Your goal is to reach that zip-line handle. Approach the block mound and activate Purple Frenzy to munch your way to a hidden Spring. Use the Spring to bounce up and then target the zip-line handle when its red lock-on cursor appears.



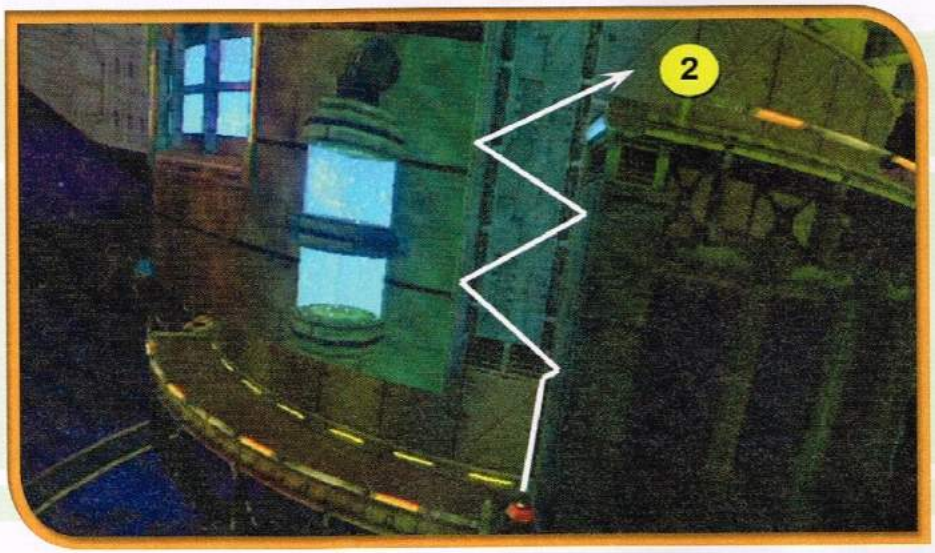
Ride the short wire until you see the Special Ring **(22)** and another zip-line handle up ahead. When the first zip-line ends, press the Jump button to target the next handle. As Sonic shoots toward the next zip-line, he flies right through the Special Ring!

Now Sonic can ride the second wire all the way up to the Goal Ring on top of the planetoid. Good job!

ACT 2

Mission

Sprint up the opening ramp and through the regenerating Purple Wisp capsule **(1)**. Activate Purple Frenzy and chomp through blocks and Egg Pawns to the Spring at the walkway's end. Bounce up the shaft and grab the wall, then Wall Jump up to the next walkway **(2)**.



Proceed to the series of three jump platforms **(3)**. These are hazardous because each one has a moving crate behind it. The moment Sonic lands on a platform, the crate senses him and starts flashing red. Seconds later it shoots out, pushing across the entire platform and knocking Sonic to oblivion if he's still there. So jump quickly across the gap. Nail the Egg Pawns on the platforms that follow.

Level Details

Rank	Score
S	1,500,000
A	1,300,000
B	1,100,000
C	950,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
PURPLE FRENZY
Available in This Act
Always

Enemy Types

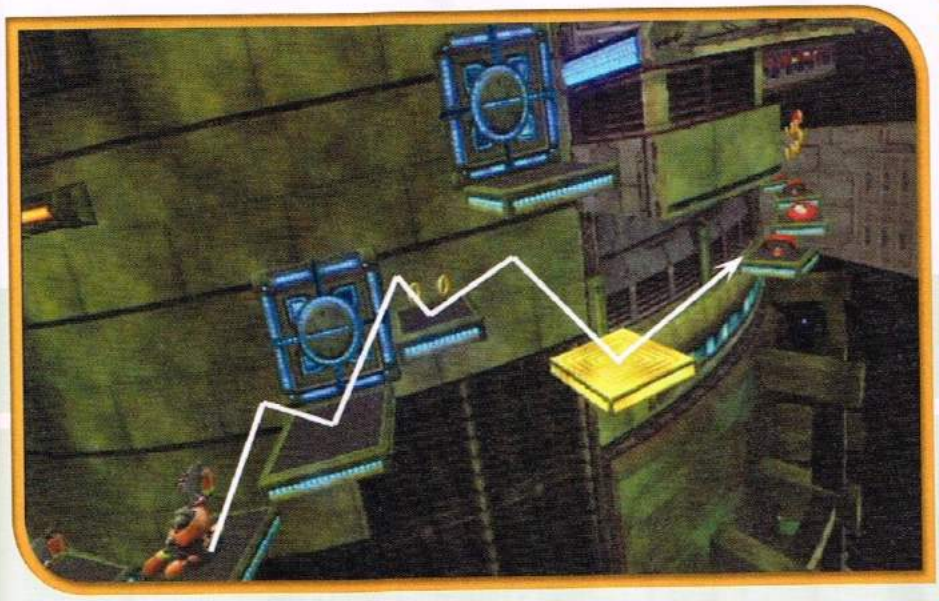
EGG PAWNS

Points: 1,000

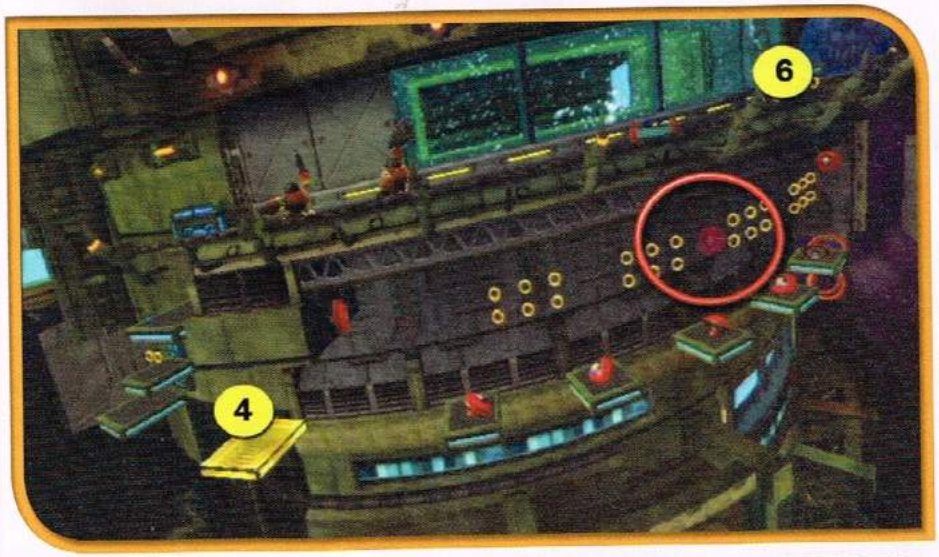
ASTEROID COASTER - ACT 2

SPECIAL RING!

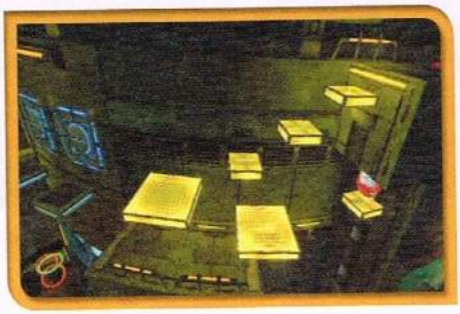
Now it gets tricky again. Two more moving crates are behind the next platforms. Jump past the first one and onto the small platform just beyond it. But instead of jumping up to the next blue-lit platform, hop down to the yellow platform **(4)** as shown in our screenshot.



You may recall from earlier Acts that most yellow platforms evaporate a few seconds after Sonic lands on them, so after landing on it, jump to activate a lock-on cursor on the Spring just ahead. Then press the Jump button again for a Homing Attack on the Spring. This propels Sonic into a wild ricochet through a series of more Springs and a Special Ring **(5)** hovering amongst them. Sonic automatically bounces through some Dash Rings and a Rainbow Ring up onto the platform above **(6)**. Run through its checkpoint and nail the Egg Pawn guards for good measure.



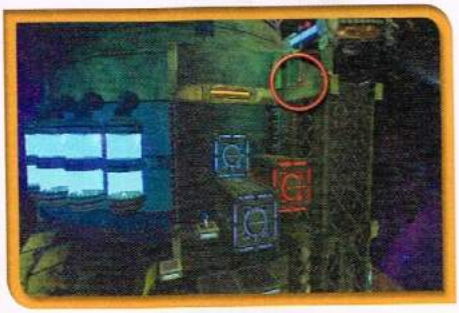
Now head right, jumping across two more moving platforms to a solid ledge underneath a staircase of yellow platforms **(7)**. Remember, these evaporate soon after Sonic lands on them, then reappear seconds later. Hop over to get the White Wisp capsule and hurry back. Then hop up the yellow stairs to the next walkway.

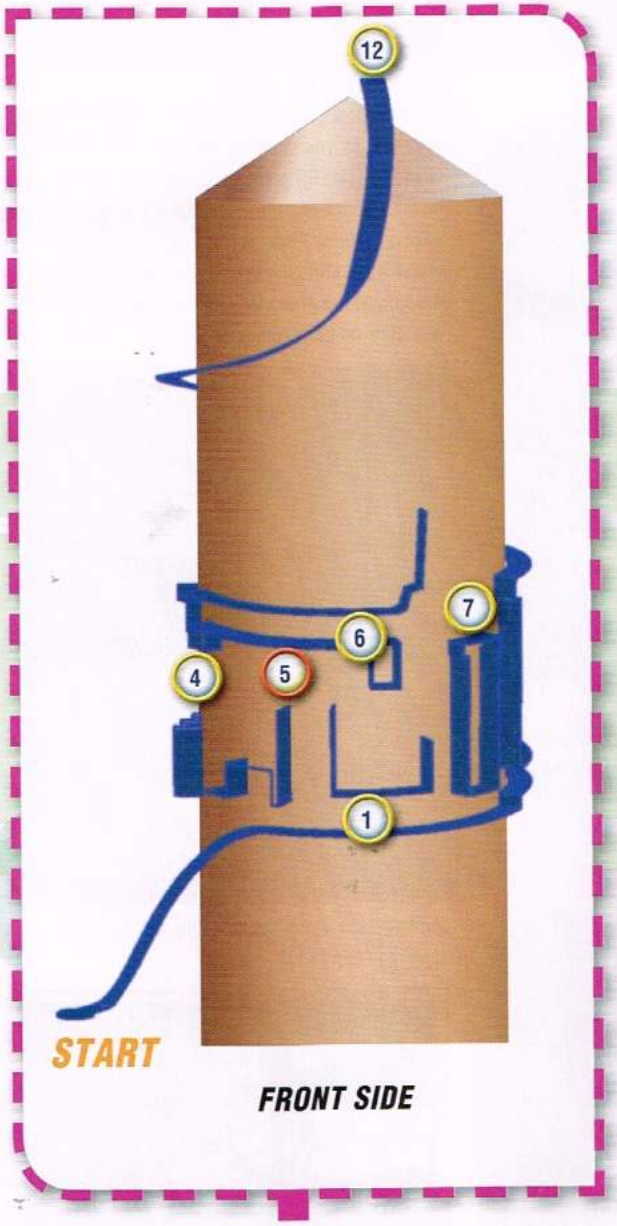


SPECIAL RING!

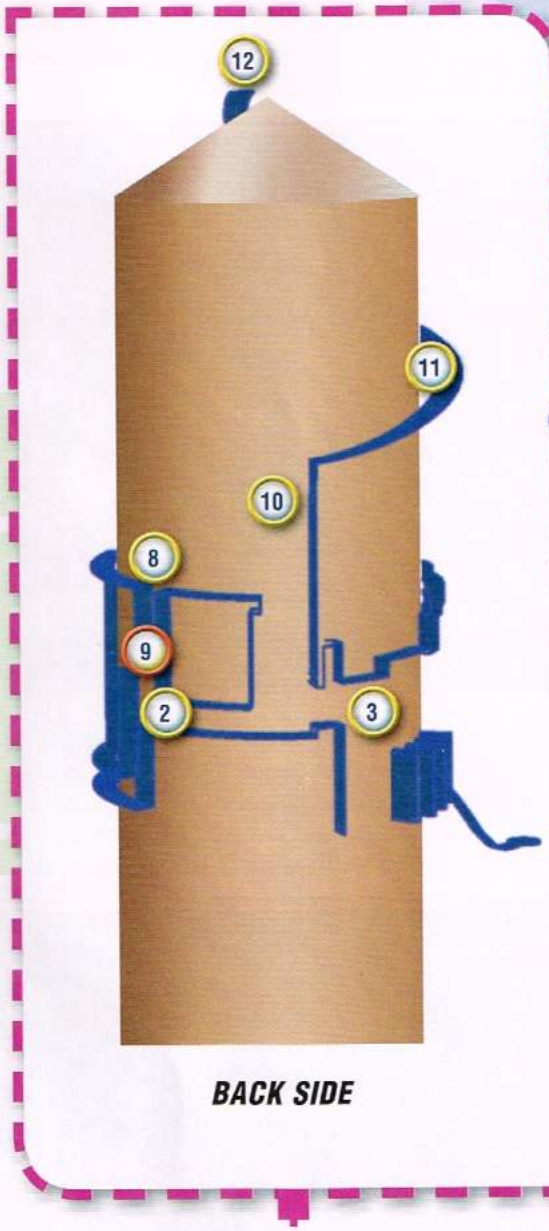
Proceed to where the walkway drops down a shaft **(8)** with six levels of platforms. Each of the top five levels has an evaporating yellow panel in it. These yellow panels don't reappear for a number of seconds, so you can drop down the entire six levels to the Special Ring **(9)** on the bottom level and then hop back up to the top again before the yellow panels reappear. But only if you move fast! (If Sonic doesn't make it back up the shaft in time, he must drop down near where he started **(2)** and work his way back up the same jumps.)

Now continue up the walkway to the next challenge. Use the Spring to bounce up to the big platform, then hop up the two smaller panels. Three big crates **(10)** flash red and push out of the wall in a regular pattern. Jump onto the nearest crate when it's extended, hop to the second one as it extends, then back left to the third crate as it extends. From there, quickly turn right and target the winch handle on the wall to ride up to a spiraling ramp **(11)**.

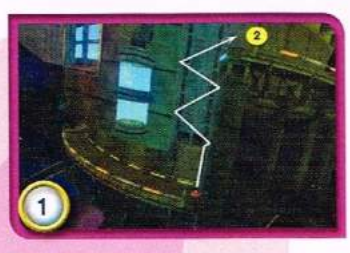


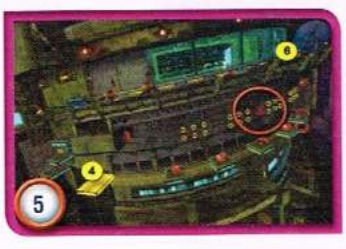


FRONT SIDE



BACK SIDE

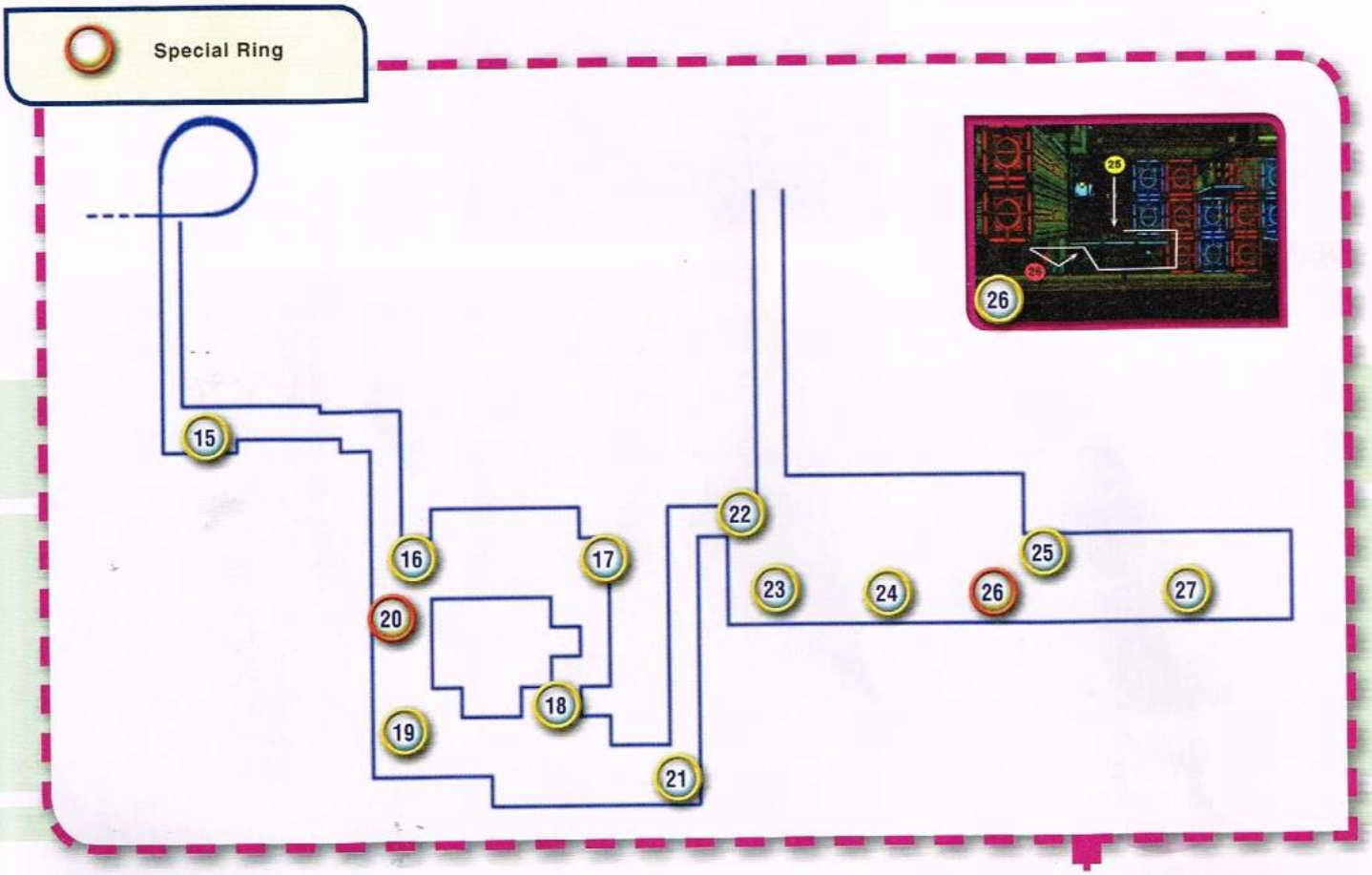


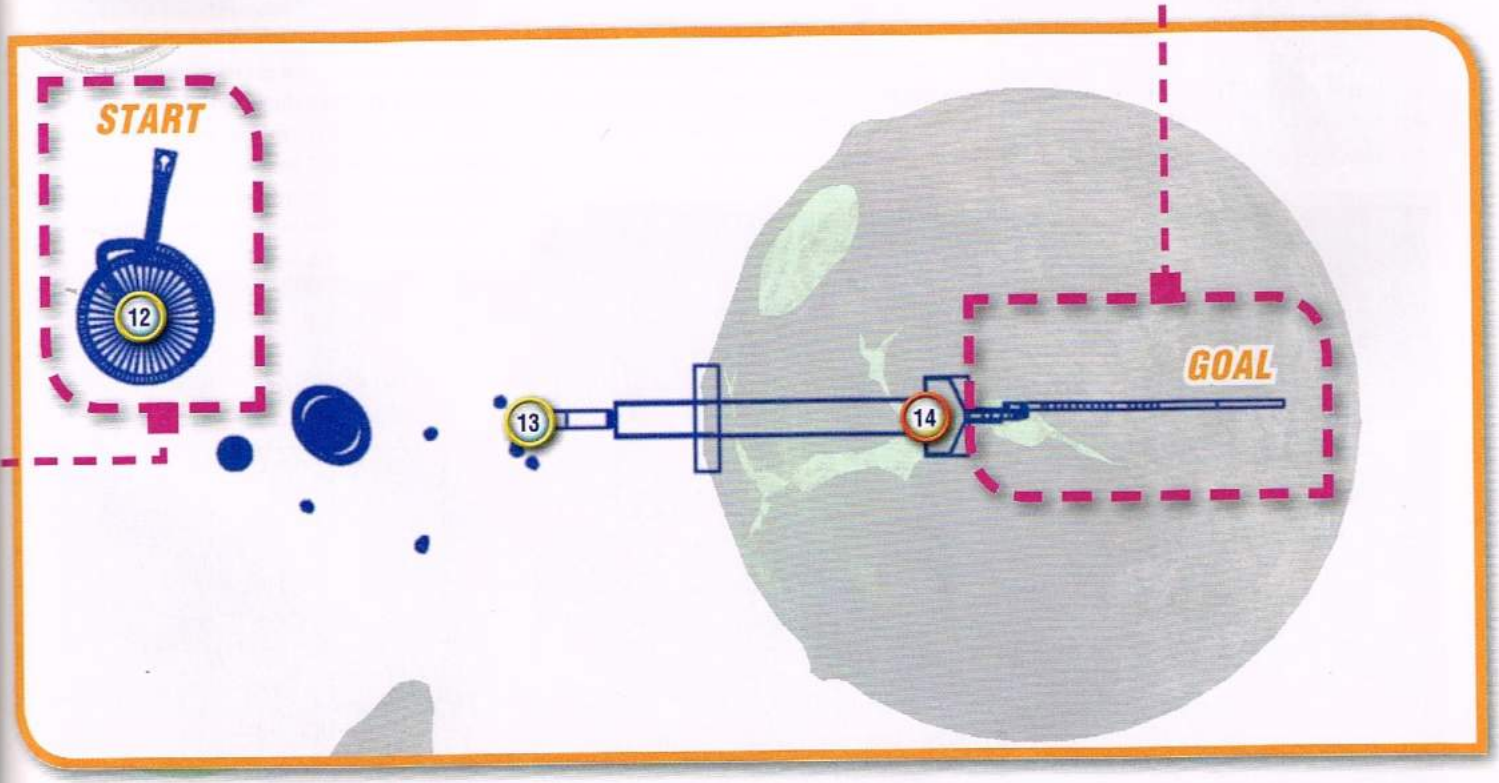


ASTEROID COASTER - ACT 2

LEGEND

Special Ring

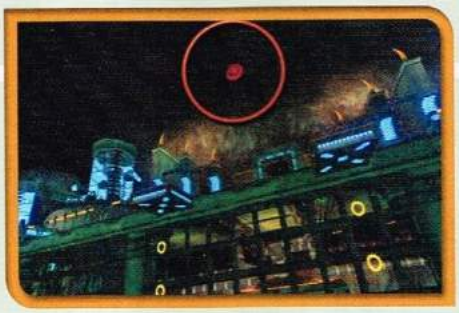




Dash up the ramp to the checkpoint at the top **(12)** and hit the Spring to bounce into the asteroid field beyond. The route goes around a small ringed planetoid and back out into the field. Start attacking brown asteroids and Springs to bounce across the astral gap. Keep bouncing across the field until Sonic reaches a ramp **(13)** that leads into a big asteroid oozing with green lava.

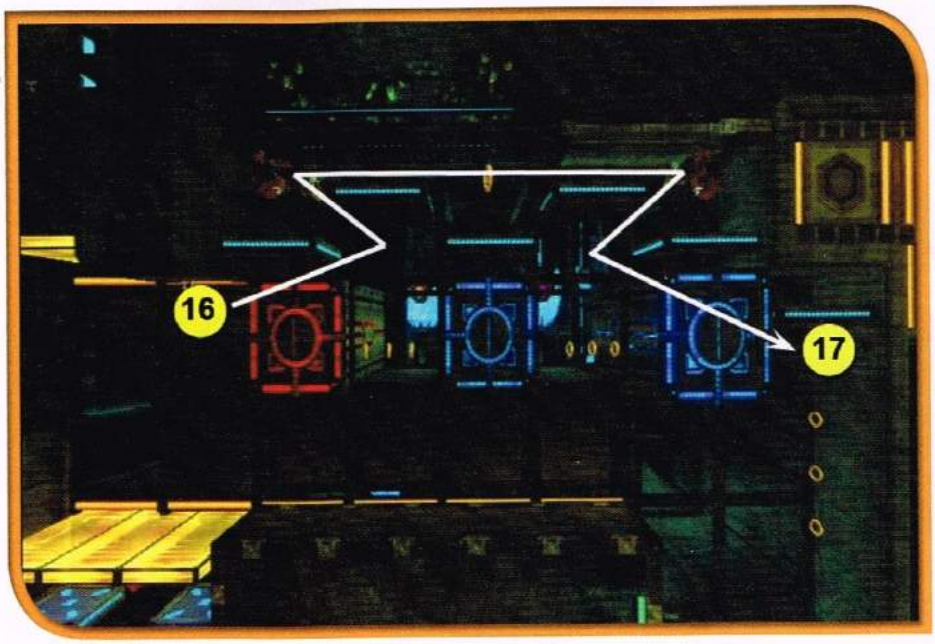
SPECIAL RING!

Run through one of the Purple Wisp capsules and nail the Egg Pawn guard. Continue to the glowing blue columns, unleash Purple Frenzy, and chomp your way forward. Be sure to devour the arrow-shaped cluster of blue columns at the walkway's end to reveal a Spring. Use the Spring to reach the Special Ring **(14)** hovering above the ledge.



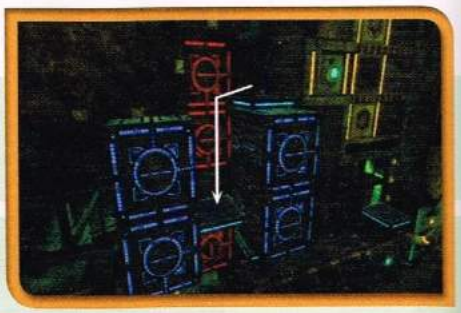
Proceed through the next checkpoint and dash through the loop that follows. Sonic drops down into the entry passage **(15)** to a factory inside the asteroid. Get ready for some more gravity reversal fun, just as in Asteroid Coaster, Act 1.

This place is filled with deadly moving crates, so the key is to make well-timed jumps and runs to get past these obstacles. Start by hopping over the spike panel and dropping down the shaft. As Sonic falls, gravity shifts and he reverses direction! Walk upside down to the right and wait until the moving crate turns blue and retracts. Work along the "ceiling" (which acts as a floor now), nailing the two Egg Pawn shooters before they can blast Sonic, and jump past the rightmost moving crate to get on "top" (actually the bottom from your perspective) of the platform on the far-right **(17)**.

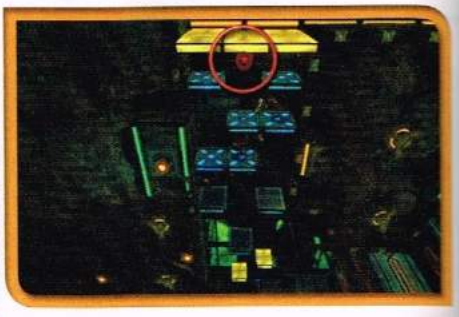


Sonic is still upside down at this point. Ride the platform down and jump across to another platform to the left. This platform lowers when Sonic lands on it, and gravity shifts again as it lowers. Sonic turns right-side up and falls onto a platform below **(18)**. Now it's time for some special instructions, so read carefully:

When the crates directly to the left retract, jump down to the platform below. When the next set of crates to the left retract, quickly jump across their face to the left onto the platform beyond.



Hop up the small yellow panels to the blue platform **(19)**, which starts to rise. As it does, guess what happens? Yep, gravity shifts again and Sonic falls "upward." Nail the Egg Pawn gunners, hopping from platform to platform up the shaft until you reach the Special Ring **(20)**. It's on the yellow floor, so immediately jump back to the previous platform to avoid falling through. Return down the shaft—again, Sonic is upside down, so you must hop downward from panel to panel to get back to the spot **(19)** where gravity shifts back and Sonic is right-side up.

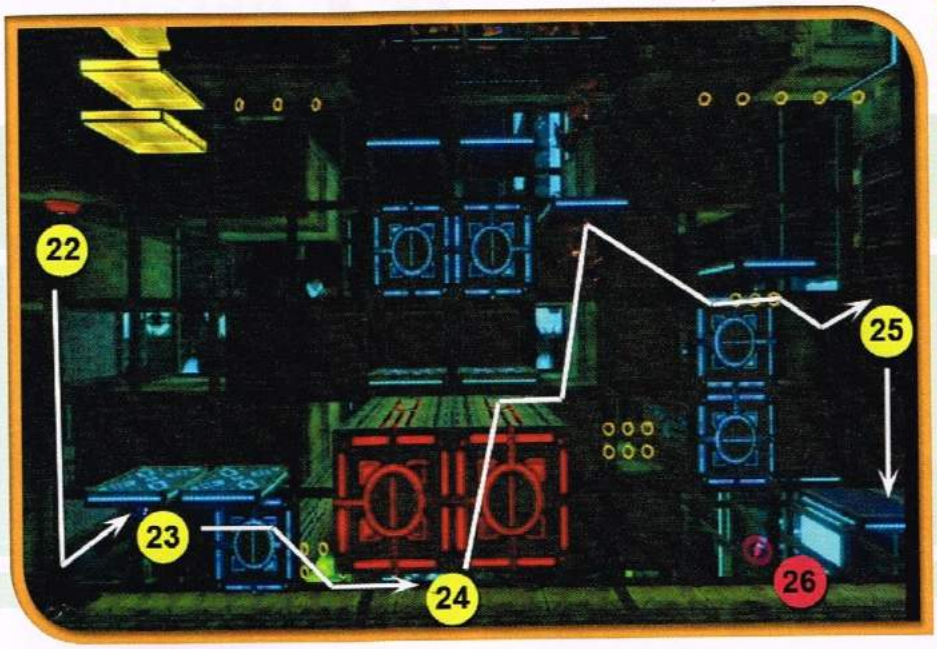


ASTEROID COASTER - ACT 2

SPECIAL RING!

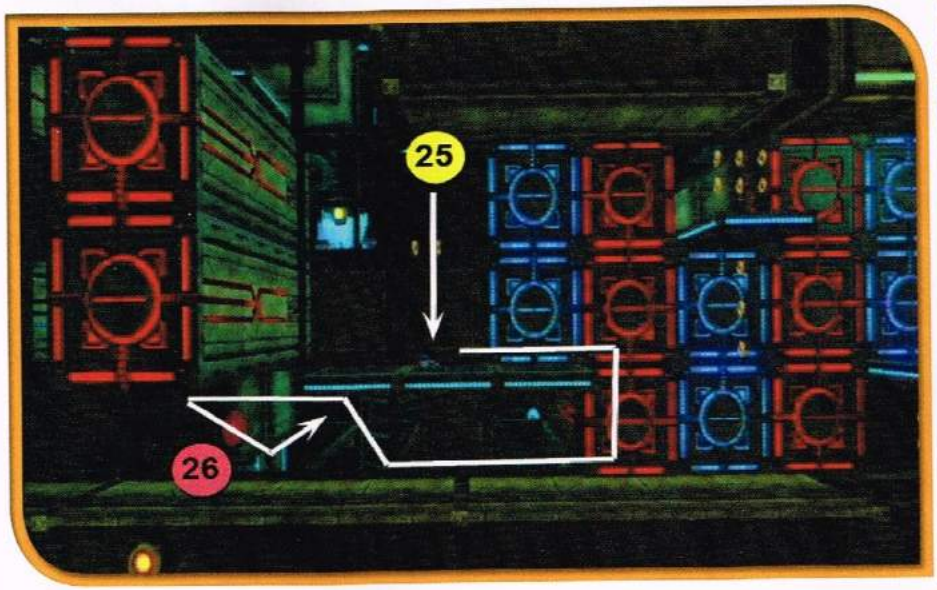
Now work your way across the floor to the right, timing your runs to get through the moving crates. Hop on the lift platform **(21)** and ride until gravity shifts again and Sonic "falls" up the shaft. You have to jump from the ceiling to reach the checkpoint. Then use the nearby Spring **(22)** to bounce downward to the next platform **(23)**.

Now comes a tricky series of moves. When the single crate just to the right retracts, head right and leap across onto the extended double-crate **(24)**. Let it retract and drop onto the platforms above it, then step off to the right to drop again, nailing the Egg Pawn waiting for you. (See our screenshot below for the path.) Hop over to the right when the two vertically stacked crates retract, then quickly hop rightward again onto the solid platform **(25)**.



When Sonic lands here **(25)**, gravity shifts again and he drops to a lower platform to stand right side up. The Special Ring **(26)** to Sonic's left is tantalizingly close, but stepping toward it reverses gravity again and Sonic falls upward! Instead, walk to the right when the crates retract, wait until the next crates retract, and drop down.

Now walk left toward the Special Ring, but wait until the moving crates extend above before collecting it—you want something to land on because gravity reverses again as Sonic approaches the Red Ring. Grab the Ring and hop back to the right before the crates retract!



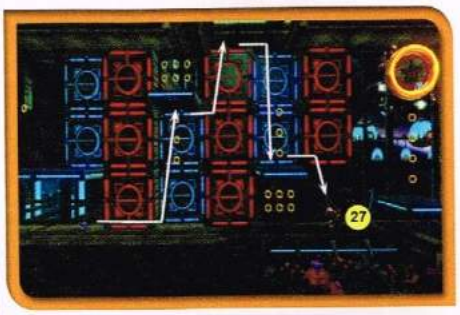
Now it's time to head for the Goal Ring to the right. More gravity changes make the last few meters quite hazardous. You must work your way to the right with perfect timing, one vertical row of crates at a time. If you wait too long in front of any moving crates, Sonic is toast. Here are the four steps to success:

1. **When the first stack of three crates retracts, move rightward to the row of two. When it retracts, step into its path; gravity reverses and Sonic "falls" upward onto a platform.**

2. **When the next stack of three crates to the right retracts, step off the platform; Sonic again falls upward, this time to the ceiling.**

3. **When the next stack of two crates to the right retracts, step into its path; gravity corrects itself and Sonic falls downward to the platform below.**

4. **Step to the last moving stack of two blocks, wait for it to retract, then step off the platform and nail the Egg Pawn below (27). Now Sonic is safe, and he can hop up on the last platform and ride up to the Goal Ring! Whew!**



ACT 3

Mission

This Act features some areas accessible only to the Pink Spikes form. If you haven't already been to the Planet Wisp theme park to complete Act 1 there and unlock Pink Color Power, we suggest you do so now. Our walkthrough assumes the Pink Spikes form is available to you.

Nail the two Egg Pawns to the right and use the blocks to hop down the shaft **(1)**, ignoring the Special Ring in the spiky alcove for now. (We'll pick it up later without injury.) Watch out for the Egg Pawn gunner a few blocks down the shaft.

At the bottom, work to the right through two more Egg Pawns to the Spring **(2)** that bounces Sonic up a narrow shaft and shatters the column of destructible blocks on the way. Land on the small ledge at the top and step through the checkpoint.

Level Details

Rank	Score
S	900,000
A	500,000
B	400,000
C	250,000

Stage Length	Very Short
Time Over	2:30
Starting Points / Points Deducted Per Second	150,000 / 1,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5 or more	0

Wisp Powers Available

Wisp Power

BLUE CUBE

Available in This Act

Always

Wisp Power

PINK SPIKES

Available in This Act

After completing Planet Wisp: Act 1

Enemy Types

EGG PAWNS

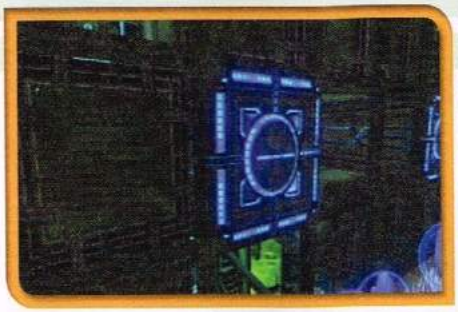
Points: 1,000

ASTEROID COASTER - ACT 3

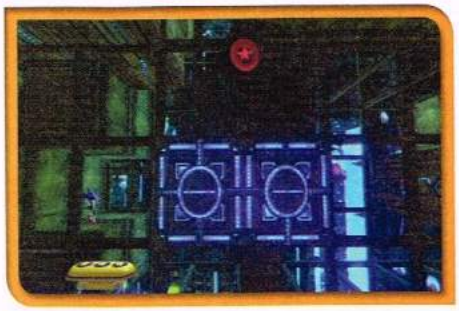
SPECIAL RING!

Now comes the trickiest maneuvering of the Act. Drop down onto the yellow mobile Spring to start bouncing. The Spring descends first, so don't jump forward yet; wait for the Spring to start moving horizontally to the right.

Now get ready for a nasty surprise: those big blue boxes you move past are deadly! They detect any motion in front of them. Whenever Sonic moves in front of one, the box flashes red and, after a few short seconds, suddenly pushes out from the wall. If Sonic gets caught in front when the box is red and extends, he gets KO'd and you lose a try regardless of whether or not you have Rings in your inventory. After a few seconds, the box retracts and turns blue again.

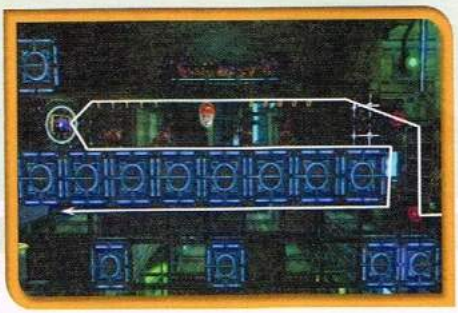


Here's the trick: When the red flashing starts, do a Stomp-bounce onto the Spring to shoot Sonic above the box as it extends. Sonic suffers no damage if he lands on top of an extended red box. In this manner you can acquire the Special Ring **(4)** above the pair of boxes. It also allows Sonic to run across the top of the row of four boxes when they extend!



After reaching the right wall, jump onto the blue button panel **(5)** to spawn both two capsules—one with Blue Wisps and the other with Pink. Again, we're assuming here that you've completed Act 1 in the Planet Wisp park and unlocked Pink Color Power. Jump up to collect the Pink Wisp capsule. Let's roll!

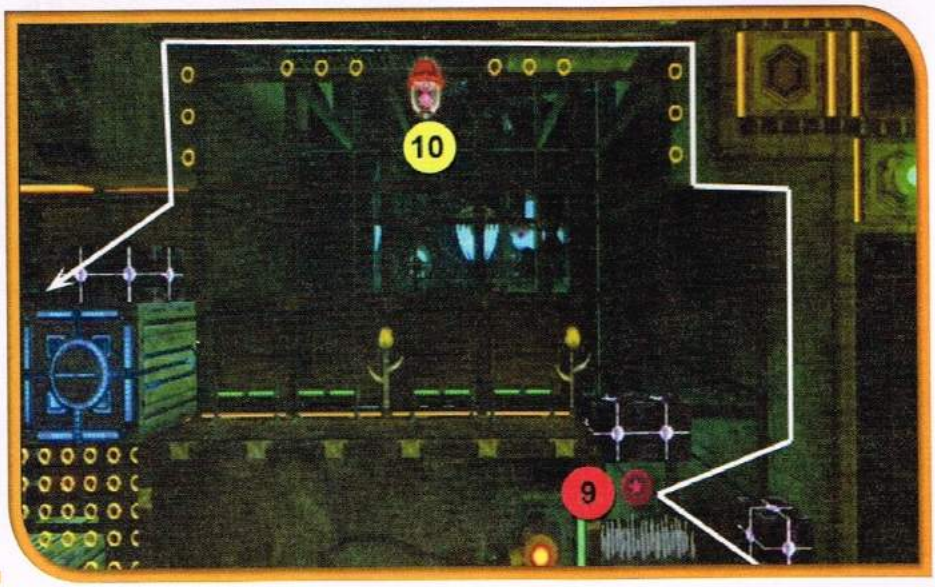
SPECIAL RING AND 1-UP!



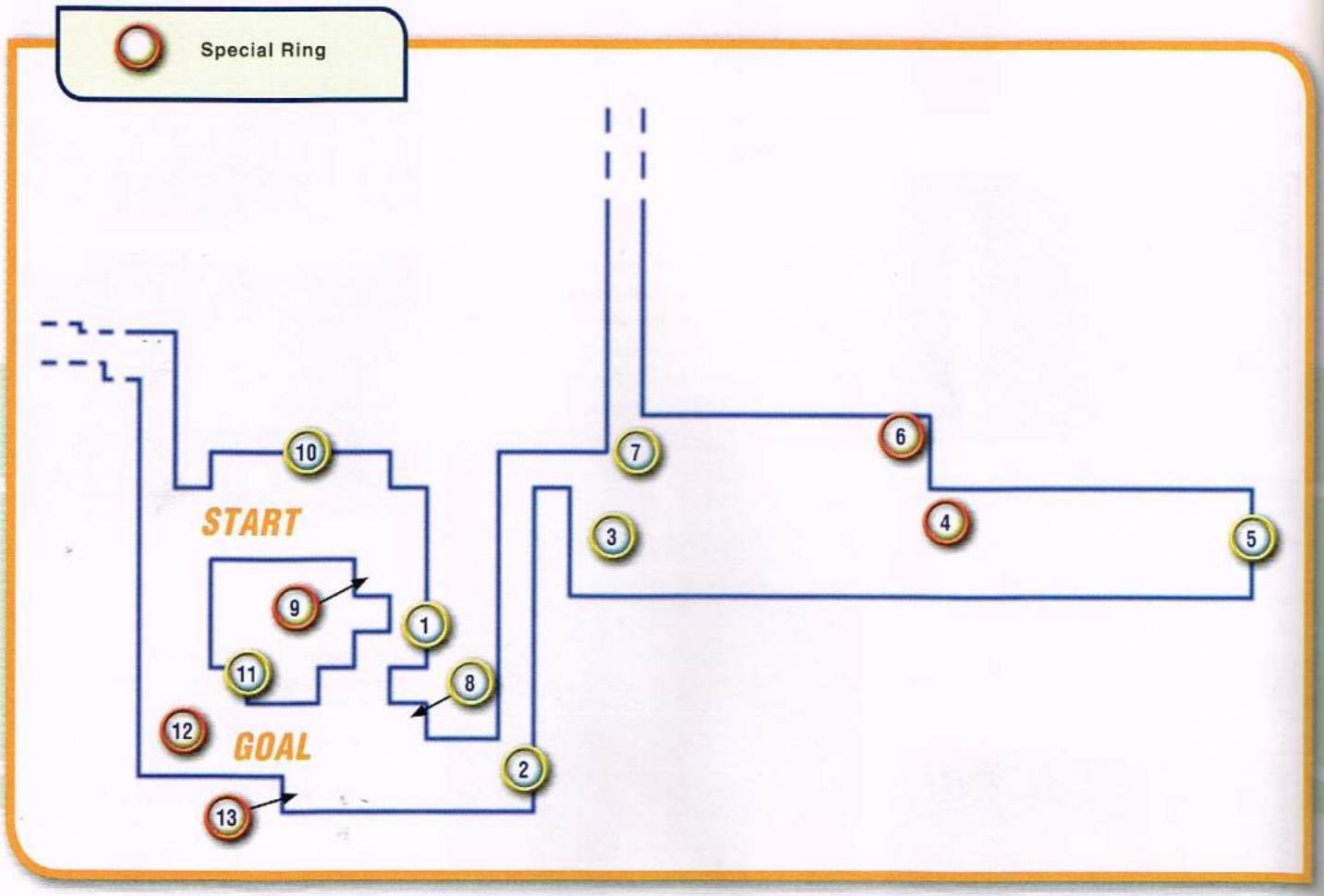
Activate Pink Spikes. (You can finish this entire Act without changing back from the spikes form.) Start rolling up the wall and across the ceiling. Along the way bounce through the Special Ring **(6)** then re-attach to the ceiling. (If you missed this Special Ring **(4)** previously, Sonic can also roll through that now). Roll left across the ceiling through another Pink Wisp capsule and the 1-UP **(7)**, then roll back across the floor to the right. Roll around the end of the platform and back to the left across the ceiling above the blue boxes.

THREE SPECIAL RINGS!

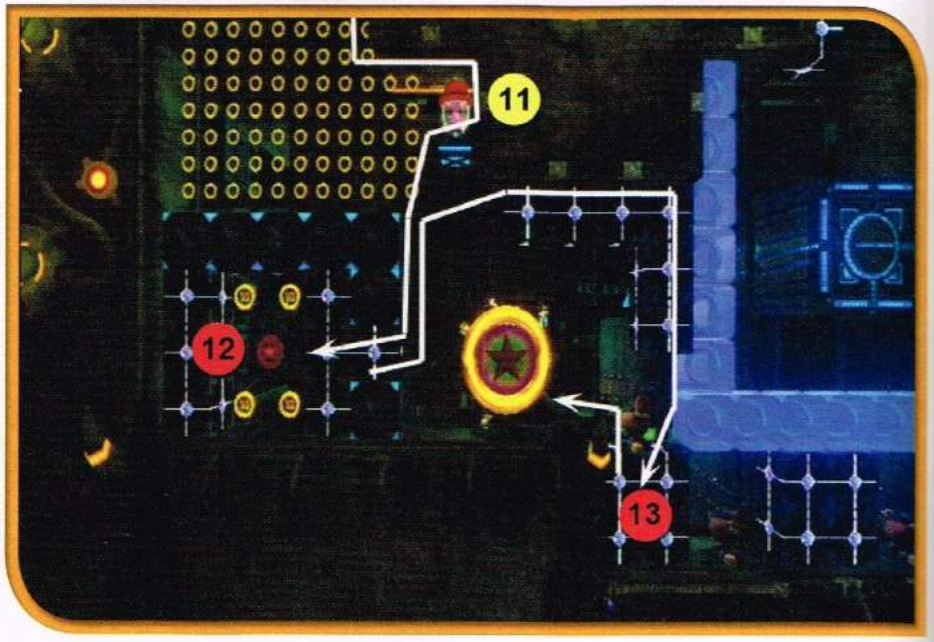
Fun, eh? Keep rolling! Roll down the walls of the vertical shaft to this spot **(2)** (collecting multiple Super Rings along the way) and up the opposite side through another Pink Wisp capsule **(8)** to replenish the color gauge again. Roll upward through the Special Ring **(9)** over the spiky panel that you wisely bypassed earlier. Then hop rightward to the wall and roll up and across the ceiling through a Pink Wisp capsule **(10)** to replenish those Pink Spikes!



LEGEND



Roll left, down the shaft to another Pink Wisp capsule **(11)**, and then hop across to the crates surrounding the visible Special Ring **(12)**. Smash into that area via the one destructible crate, collect the Special Ring and Super Rings, then exit the same way. Don't hit the Goal Ring yet! Hop carefully over it and roll down the Blue Blocks on the other side. Smash the destructible crates tucked in the corner to find a hidden Special Ring **(13)**, then go head into that Goal Ring!

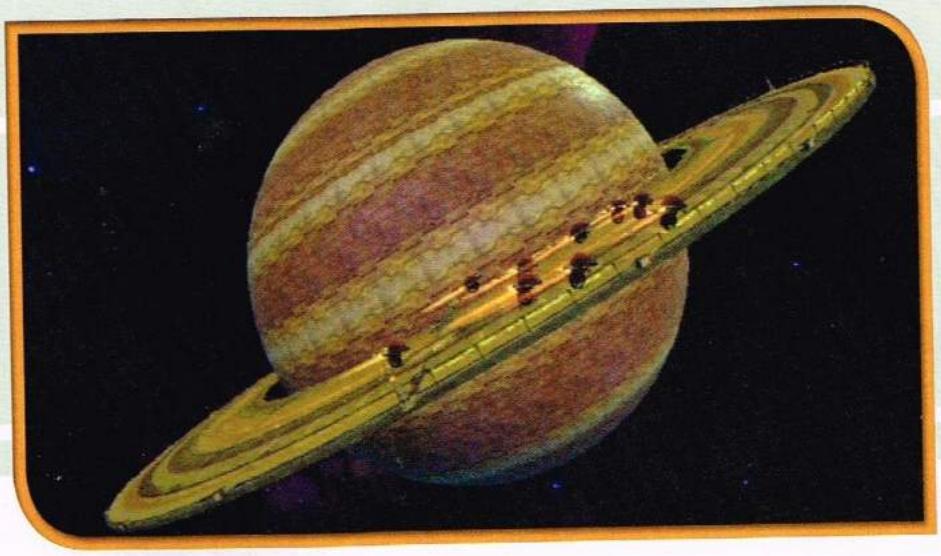


ASTEROID COASTER - ACT 4

ACT 4

Mission

This Act is a simple race around a circular track with five running lanes. The way to score high is to hit the five Special Rings and trip the blue button that triggers the appearance of the Goal Ring as soon as possible, all while bumping Moto Bugs (your opponents) out of the race without getting bumped yourself.



Level Details

Rank	Score
S	500,000
A	400,000
B	300,000
C	200,000

Stage Length	Very Short
Time Over	2:30
Starting Points / Points Deducted Per Second	150,000 / 1,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

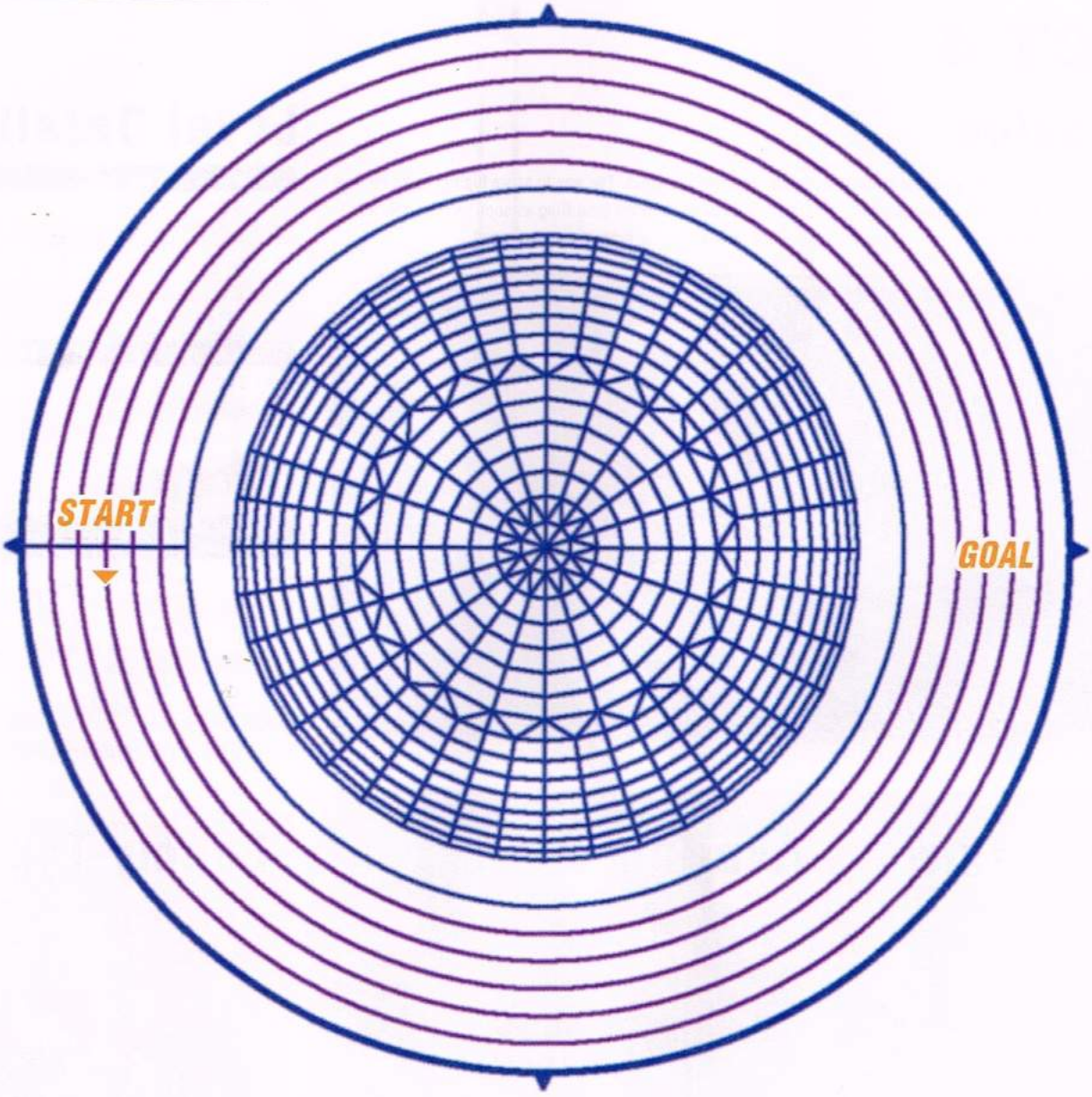
Enemy Types

MOTO BUG

Points: 1,500

LEGEND

Running Path



ASTEROID COASTER - ACT 4

A Moto Bug is easy to knock out of the running. Just pull up alongside one and Quick Step into it, or hit Boost to run into it from behind. The red bugs spin out, and new ones quickly replace them. Knocking out a rare black Moto Bug, however, causes the entire field to spin out, and Sonic gets the track all to himself for a few precious seconds! Use the free maneuvering to pick up Special Rings without fear of getting bumped.

There are two familiar ways to increase your speed. You can pick up White Wisp capsules that pop up along the route and use their Boost when you need it. Sonic also hits the Dash Panels set at regular intervals around the track. As in every mission that's not a boss battle, you can find Special Rings along the route. They appear in a very specific order. (See our Race Plan on this page). Remember, though, that the first four Special Rings appear only once! If you miss them, you won't see them again on subsequent laps.

When the blue button appears in the outer lane, run over it to trigger the Goal Ring, which appears in the center lane. Note that when you hit the blue button, a final Special Ring also spawns in the innermost lane. Quick Step all the way left to scoop up the Special Ring for a quick 30,000 points, then slide back to the center lane to hit the Goal Ring.

THE RACE PLAN

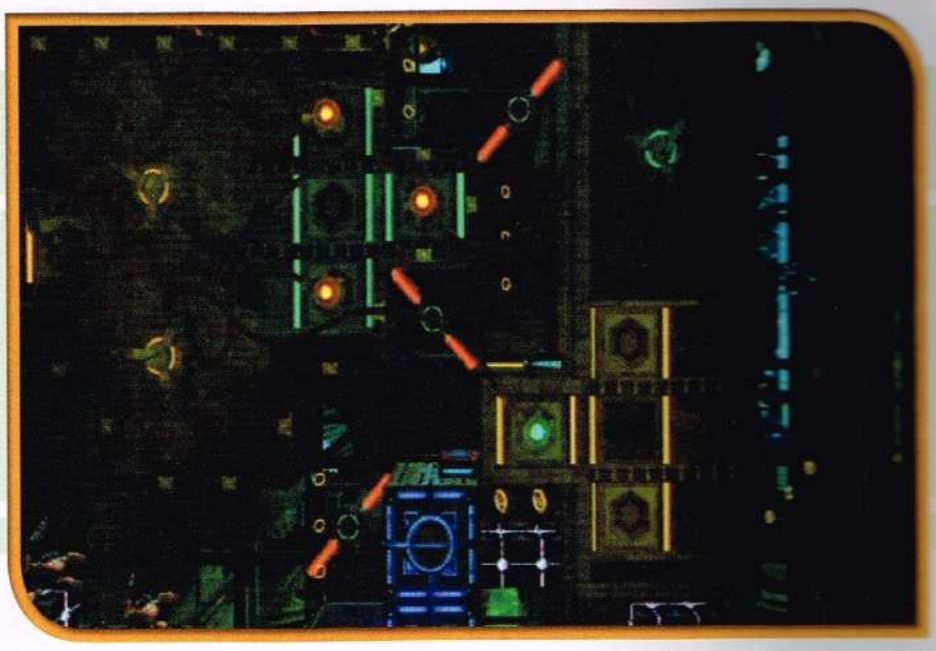
Here's a racing plan that guarantees a high score. Keep in mind that the random jockeying of Moto Bugs can interfere with these tactics. Just slam them good with a Quick Step or a Boost. Each Moto Bug you nail is worth 1,500 points:

- **Start in the center lane and scoop up the Rings and White Wisp capsule right out of the gate.**
- **Quick Step right one lane to pick up the first Special Ring.**
- **Quick Step left two lanes to get the second Special Ring.**
- **Quick Step right three lanes to pick up the third Special Ring.**
- **Quick Step left four lanes to pick up the fourth Special Ring.**
- **Quick Step right four lanes to hit the blue button that triggers the appearance of the Goal Ring in the center lane.**
- **Quick Step left four lanes to pick up the fifth Special Ring.**
- **Quick Step right two lanes to hit the Goal Ring and complete the Act.**

ACT 5

Mission

After Sonic's initial landing **(1)**, use the blue button to lower a winch handle and ride up. Fight through the Egg Pawns, then use the series of three blue buttons to rotate deadly orange blades to drop down the shaft **(2)**.



Level Details

Rank	Score
S	650,000
A	450,000
B	350,000
C	200,000

Stage Length	Very Short
Time Over	2:30
Starting Points / Points Deducted Per Second	150,000 / 1,000

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	150,000
1	112,500
2	97,500
3	30,000
4	15,000
5 or more	0

Wisp Powers Available

Wisp Power
CYAN LASER
Available in This Act
Always

Wisp Power
PURPLE FRENZY
Available in This Act
Always

Enemy Types

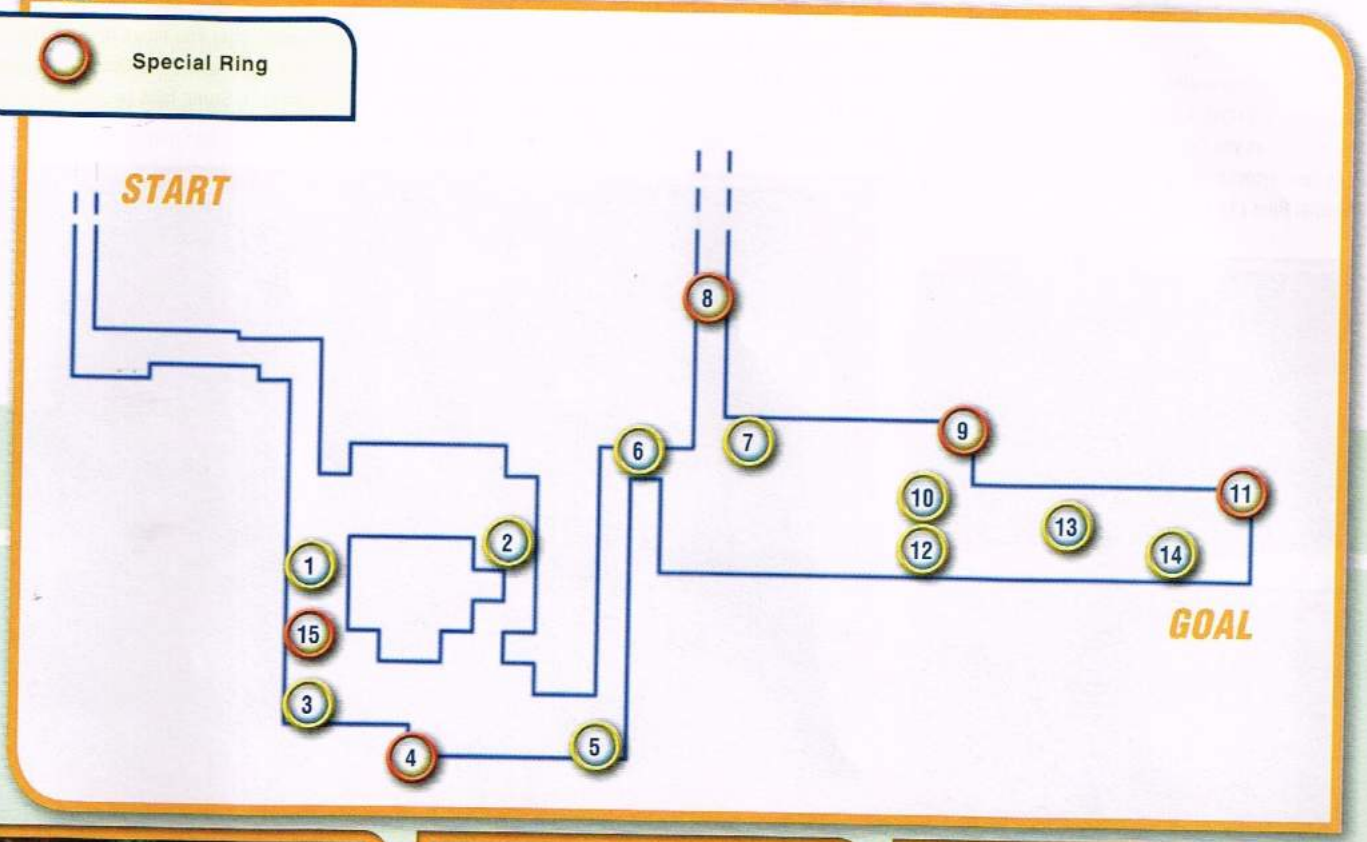
EGG PAWNS
Points: 1,000

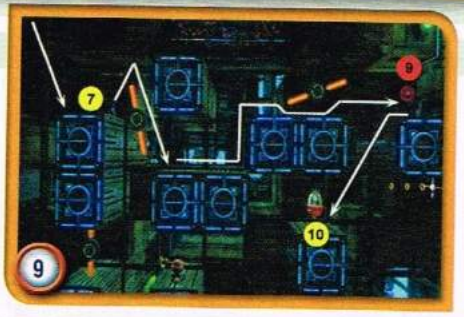
SPINNER
Points: 500

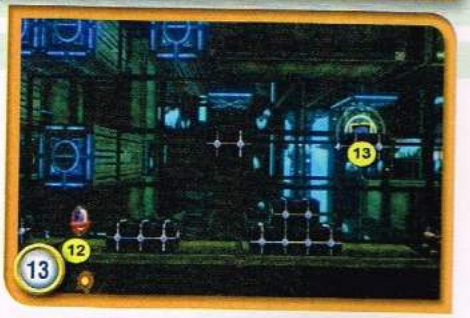
ASTEROID COASTER - ACT 5

LEGEND

Special Ring

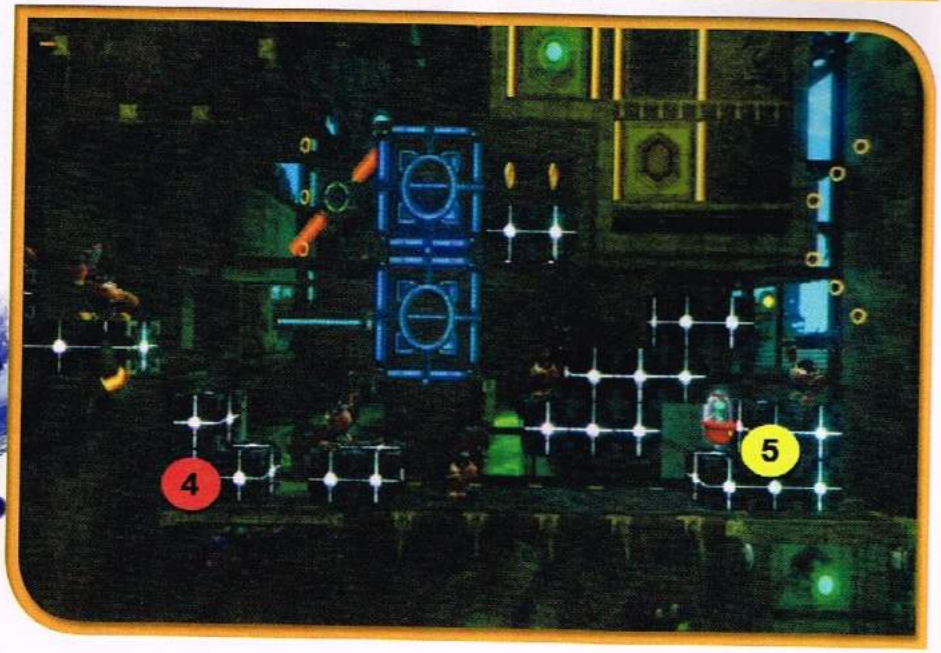






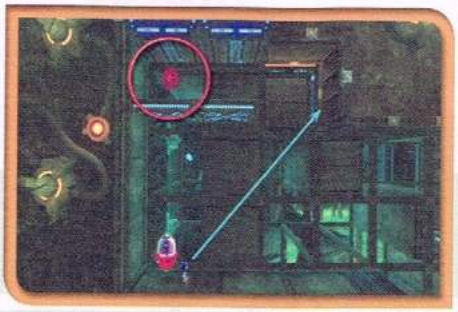
SPECIAL RING!

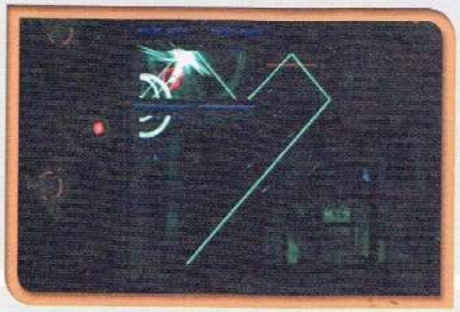
At the bottom, go left to the regenerating Purple Wisp capsule **(3)**, activate Purple Frenzy, and chomp your way to the right, all the way to the wall. Don't miss the Special Ring **(4)** hidden in blocks and tucked in the corner. Gobble up the regenerating Cyan Wisp capsule **(5)**, too.



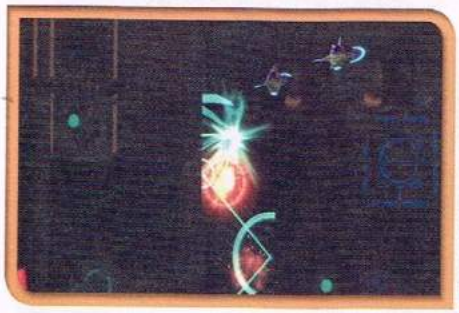
SPECIAL RING!

Return left all the way to the Purple Wisp capsule **(3)**—get as close as possible without touching the capsule—and then face right. Activate the Cyan Laser and aim it up as high as you can (as shown in our screenshots). The laser ricochets off the high wall and through the Special Ring **(15)** above.



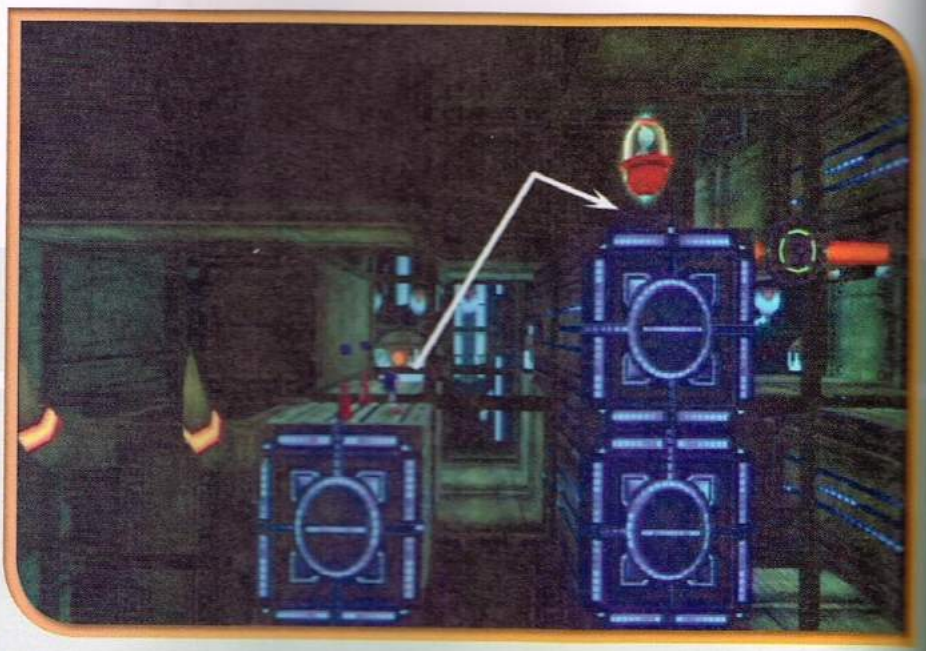


Return to collect Cyan power again from the regenerating capsule **(5)**, then shoot the Cyan Laser as high up the rightmost wall as you can. This time, Sonic ricochets back and forth up the tall vertical shaft to a checkpoint at the top **(6)**, taking out an entire squadron of Spinners on the way up.



SPECIAL RING!

The next pair of Special Rings require some precise maneuvers to reach. After you move through the checkpoint **(6)** make a double jump up onto the high blue crate to the right, where the Cyan Wisp capsule sits **(7)** on a blue button. It's a tough leap, so concentrate—if you miss it, Sonic falls to the floor level and you have to make some difficult Wall Jumps to get back up.

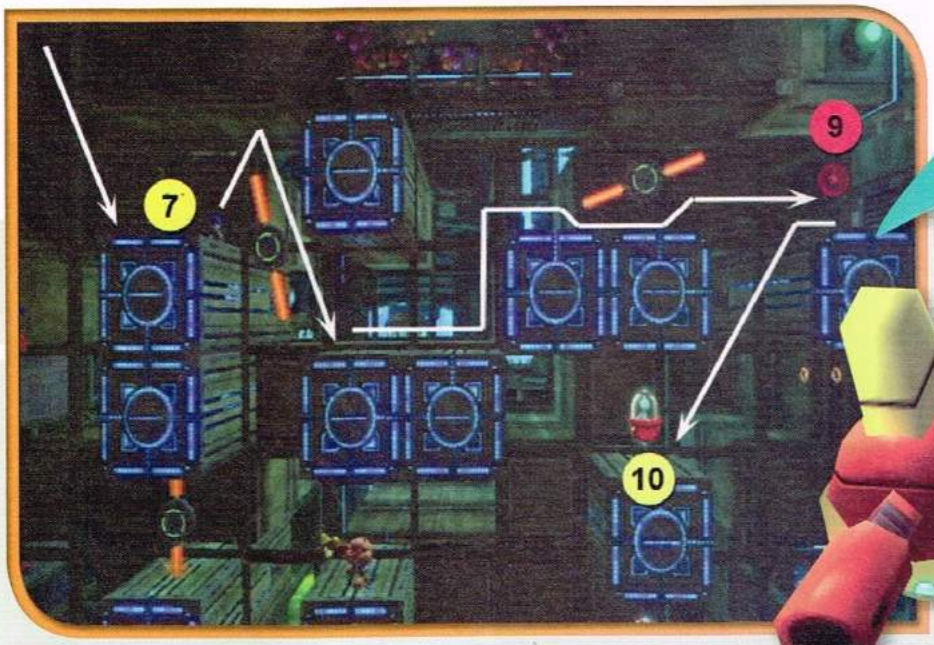


Now turn left, activate Cyan Laser, and aim it up toward the shaft at upper left. This shoots Sonic up through a Special Ring **(8)** at the top of the shaft. Important: As Sonic falls back down, veer hard to the right so he lands back where he started, on the blue crate with the blue button. Again, if you miss and fall all the way to the ground level, you can still Wall Jump back up to the checkpoint platform and then back up to the blue button. But it's tough work and time consuming.

ASTEROID COASTER - ACT 5

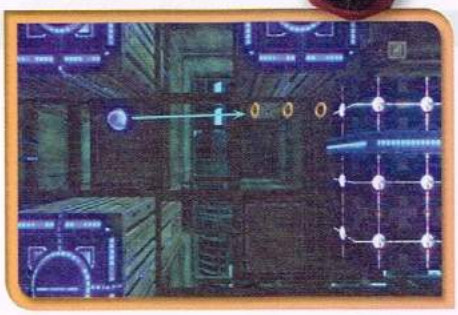
SPECIAL RING!

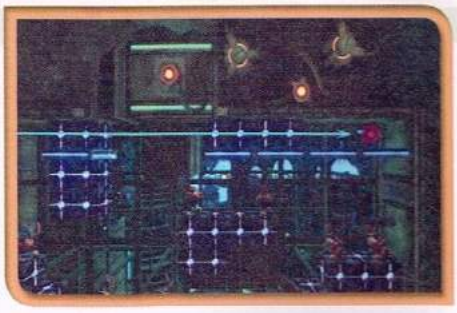
If you manage the landing, you have quick access to another Special Ring. Use the blue button to rotate the nearby orange blades to vertical, then hop over the upper blade and land as shown in our screenshot. Hop up the next crate, use the button to rotate the next orange blades to almost horizontal—leave the right side slightly higher than the left side, as shown, to make your next jump easier. Slide under the low blade then hop across to the Special Ring **(9)**. Now jump down to the left so that Sonic reaches the Cyan Wisp capsule across the gap below **(10)**.



SPECIAL RING!

Turn to face right, then jump once straight upward so Sonic is at the same height as the three Rings and *immediately* activate the Cyan Laser. It should be aimed directly through the three Rings into the top row of destructible blocks (as shown in our screenshot). This shoots Sonic across the room horizontally just below the ceiling line into the last Special Ring **(11)** in the upper corner.





1-UP!

Jump down and fight through Egg Pawns until Sonic reaches the Purple Wisp capsule **(12)** on the floor. Then face right and activate Purple Frenzy. As you chomp across the room, make sure you jump and chew on blocks up high too—a 1-UP **(13)** is hidden in one of the squares. The Goal Ring **(14)** spawns once you've cleared the area of Egg Pawns. Jump into it to complete the Act.

ACT 6

Mission

This Act opens with what seems like a chaotic coaster ride. But follow our directions for an efficient trip through a Special Ring.

SPECIAL RING!

From the start, ride the coaster as it circles the first planet, dips down, then comes right back up to a series of Rainbow Rings **(1)**. Jump into the Rings to bounce Sonic to a new train **(2)** on a different track.

Level Details

Rank	Score
S	1,750,000
A	1,600,000
B	1,250,000
C	850,000

Stage Length	Long
Time Over	8:09
Starting Points / Points Deducted Per Second	685,000 / 1,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	650,000
1	487,500
2	422,500
3	130,000
4	65,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
PURPLE FRENZY
Available in This Act
Always

Enemy Types

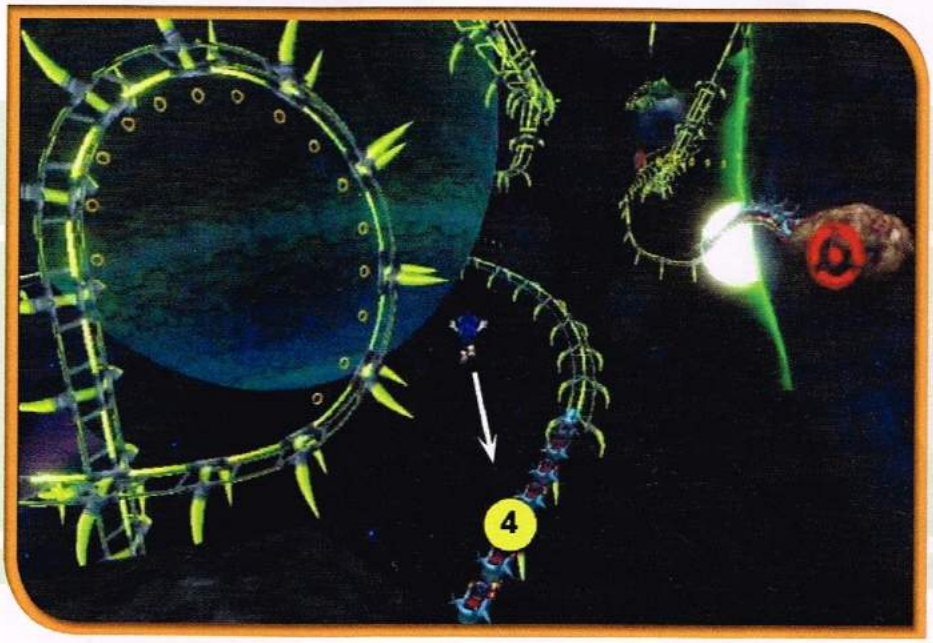
EGG PAWNS
Points: 1,000

SANDWORM
Points: 1,500

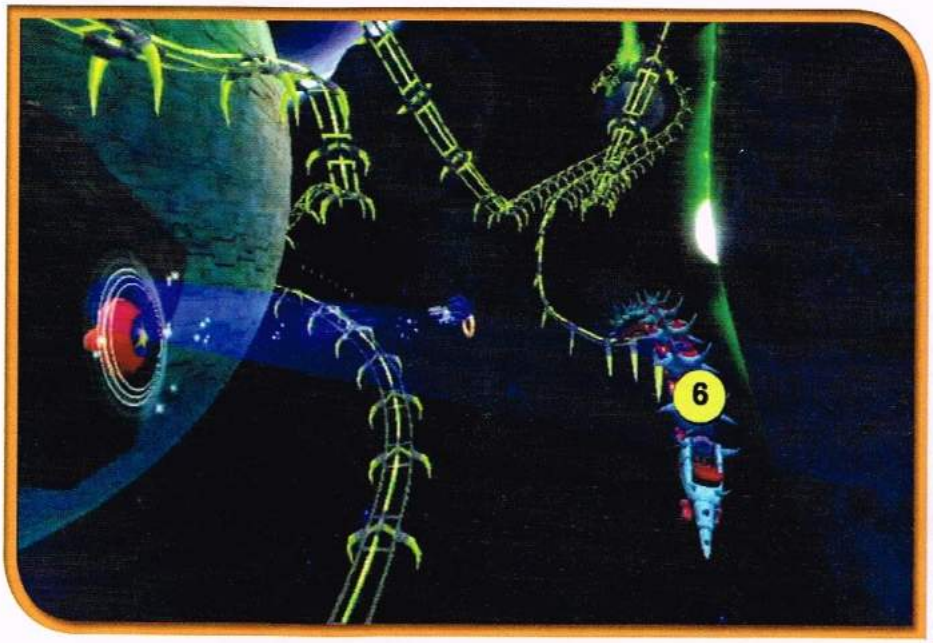
SPINY
Points: 1,000

ASTEROID COASTER - ACT 6

The new train takes off side by side with another train to the left, but stay on board. Ride it down a steep slope, then get ready to jump into another set of Rainbow Rings after leveling off. (Don't miss or Sonic goes down and you lose a try!) The Rings shoot Sonic into an asteroid field **(3)**. Use Homing Attacks to bounce off brown asteroids toward more coaster tracks up ahead. Sonic bounces toward two new trains. Veer to the train in the lower-left **(4)**, beneath the bluish planet. (See our screenshot below).



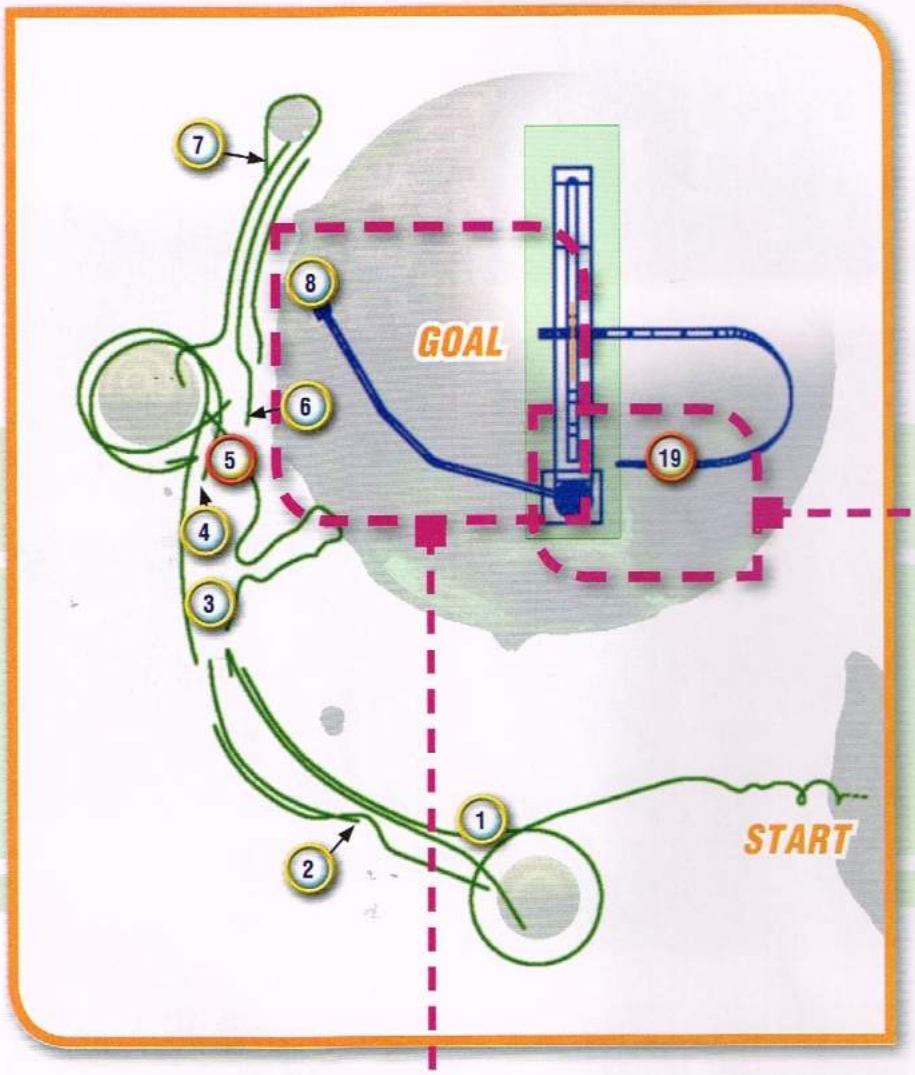
This coaster whips completely around the bluish planet, hits a backward loop, and dives downward. Get ready! Just before the track runs out, jump to hit a curving series of Rainbow Rings. These shoot Sonic right through a Special Ring **(5)** and up toward a brown asteroid. Use the rock and a nearby Spring on the left to bounce into the next train **(6)**.



Ride this last coaster down the middle track. The train makes a tight turn around a small asteroid spewing green lava, then reaches one last series of Rainbow Rings **(7)**. Jump! The Rings hurl Sonic high above the huge volcanic asteroid and drop him into a freefall down its main shaft entrance **(8)**.

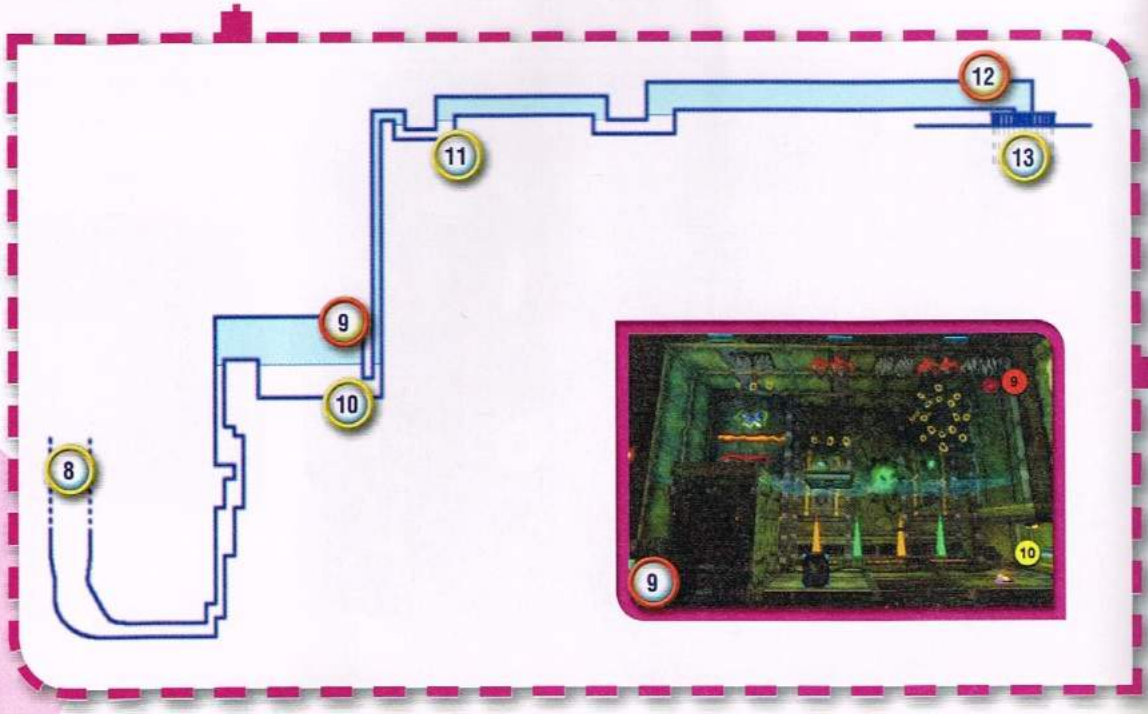
SPECIAL RING!

Avoid the Rings of spiky mines as Sonic falls. He lands on a Dash Panel that scoots him through a checkpoint to a pair of Springs. Bounce, then ride the series of lifts up the long vertical shaft to a weird room half full of water—the upper half! A Special Ring **(9)** is tucked up close to nasty spikes in the upper-right corner. Getting there isn't easy because underwater propellers push Sonic toward spike panels along the way. And when Sonic drops out of the water's bottom surface, a pair of Sandworms **(10)** pops up and starts spitting energy blasts. Nail them with Homing Attacks.


7
8
GOAL
6
5
19
4
3
1
2
START

1

6
6


12
11
13
9
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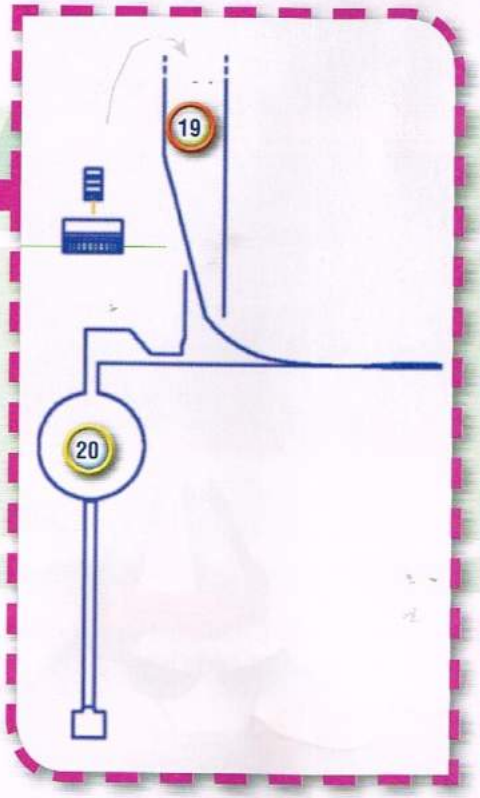
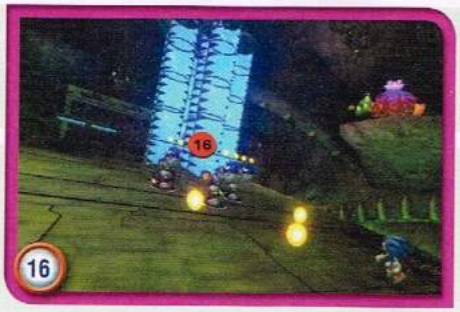
9

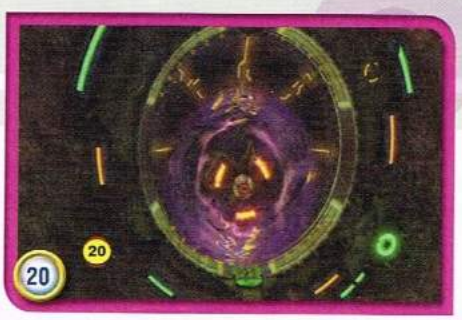
ASTEROID COASTER - ACT 6

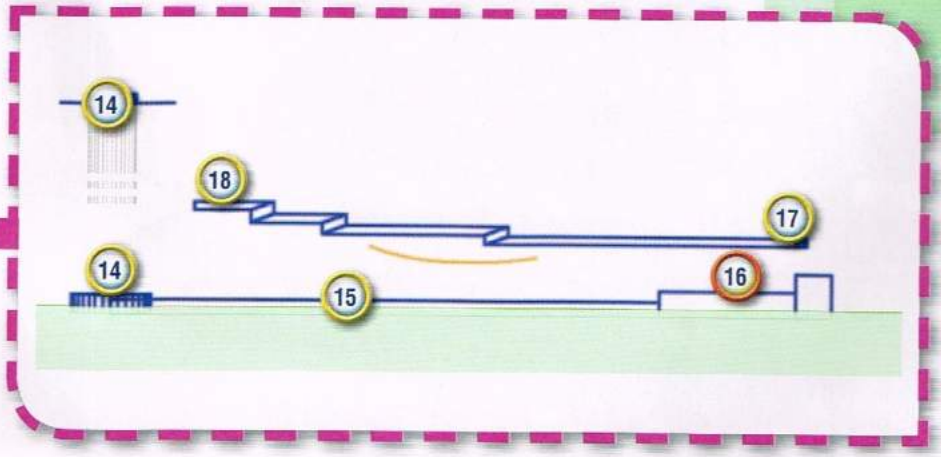
LEGEND

- Special Ring
- Coaster Path
- Wire Path









SPECIAL RING!

Ride the small platform into the water in the next narrow shaft, then use the wall rods to bounce up to the top. Collect the Purple Wisp capsule **(11)** and unleash Purple Frenzy down the next passage, chewing up blocks and schools of Chopper fish. Push the frenzy all the way to the Special Ring **(12)** hidden in blocks near the ceiling at the end of the water passage. A shaft on the floor **(13)** drops Sonic into another freefall.

When Sonic hits the Spring, he bounces up to a zip-line handle. Grab it to ride safely over a bomb-tossing Spiny battery that clogs the walkway. The wire ride also takes Sonic through another Purple Wisp capsule.

SPECIAL RING!

Sonic descends onto another Purple Wisp capsule **(14)** on a walkway over deadly green lava. Four Sandworms open fire upon Sonic's arrival. Just behind them is a cluster of glowing blue columns that surround a Spring **(15)** you want to hit. Purple Frenzy is hard to steer, and if Sonic veers off the walkway into the lava, you'll lose a try. So dodge Sandworm shots and move closer before you unleash Purple Frenzy right up the middle of the walkway at the blue columns.

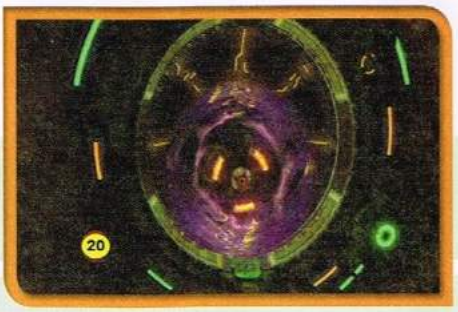
ASTEROID COASTER - ACT 6

When Sonic lands, three more Sandworms open fire right in front of another cluster of blue columns. These columns hide a Special Ring **(16)**, so turn Purple Frenzy loose on both worms and columns. After grabbing the Red Ring, hop onto the platform at the end and use the Springs to bounce up through Rainbow Rings to yet another Purple Wisp capsule on an upper walkway **(17)**.

SPECIAL RING!

This upper walkway doubles back directly above the one Sonic just came down, but fortunately the railing keeps him from falling into the green lava even in Purple Frenzy form. Chomp all the way across, hitting more Purple Wisp capsules to keep the frenzy active. The Springs **(18)** at the walkway's end bounce Sonic up and out of the chamber into another freefall. Veer left as Sonic falls to hit the Special Ring **(19)** before landing on the narrow chute below.

A high-speed dash down the chute leads Sonic through a White Wisp capsule and down into a circular chamber **(20)** inhabited by a bizarre creature, a kind of gelatinous purple mass with an eyeball in the center. The beast can inflict damage, but in return Sonic can unleash Homing Attacks on the eye. Use Boost to run around the curve of the chamber to scoop up Rings if Sonic suffers damage. Once you manage to hit the eye a few times, the creature shrivels away.



Sonic's victory over the eyeball opens a hatch at the bottom of the chamber. Now just freefall down through a series of hatches until Sonic drops into the Goal Ring at last.

BOSS

Mission

This boss fight is very similar to the one at the end of Starlight Carnival. It features a high-speed chase down a light-road with the perspective shifting back and forth from 3D (camera behind Sonic) to 2D (side view). As the Act opens, a big frigate named the *Skullian* drops down in front of Sonic and opens fire with its aft machineguns as it leads our hero up the light-road.

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Wisp Power

ORANGE ROCKET

Available in This Act

Always

Level Details

Rank	Score
S	2,900,000
A	2,300,000
B	1,750,000
C	1,250,000

Stage Length	Boss-only
Time Over	5:30
Starting Points / Points Deducted Per Second	800,000 / 2,400

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	1,000,000
1	750,000
2	650,000
3	200,000
4	100,000
5 or more	0

Boss

FRIGATE SKULLIAN

Points: 100,000 for the *Skullian*'s final destruction

100,000 for each of the 7 ship parts that can be destroyed via Homing Attack

30,000 for each of the 7 ship parts that can be destroyed by a first Orange Rocket attack

100,000 for each of the 2 ship parts that can be destroyed by a second Orange Rocket attack

In this boss battle, Sonic fights Eggman's vessel while sprinting down a long, straight light-road, so no map is necessary.

ASTEROID COASTER - BOSS

Your ongoing task is to get close enough to the *Skullian* to unleash quick Homing Attacks on its vulnerable points (marked by red lock-on cursors when Sonic jumps). Sonic must smash off six separate sections of the vessel, each worth 100,000 points. You get another 100,000 after finally destroying the Frigate *Skullian*.

3D VIEW

As you give chase in 3D view (camera behind Sonic), you must Quick Step side to side to avoid the *Skullian's* gunfire. You can also scoop up items (like Rings and Wisp capsules) lining the route. The *Skullian* occasionally drops crates of items, as well—most are useful, but the drops include the occasional spiky mine, too. Use the Boost provided by White Wisp capsules to close the gap quickly for your attacks on the vessel.

ORANGE POWER

Watch for Orange Wisp capsules! If you can unleash the Orange Rocket when Sonic gets directly underneath the enemy ship, you can inflict a large amount of damage and gain lots of extra points for knocking off special parts of the Skullian. You cannot destroy these parts using standard Homing Attacks—only Orange Rocket works!

Later, Sonic also faces asteroid clusters in the 3D sections. Huge, tumbling rocks drop down through the light-road. They fall slowly, so you have time to Quick Step out of their way. But don't get lazy. Taking an asteroid in the chops is not a pleasant experience.

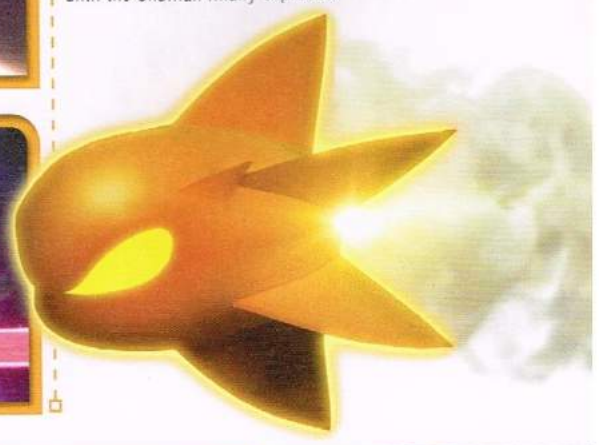
2D VIEW

Eventually, the big ship zooms away as the camera view shifts around to the side. Now Sonic faces two different types of challenges. First, twirling asteroids start bouncing down the road. Naturally, they inflict damage upon contact. Use Boost to speed up and avoid the landing points of these deadly projectiles.

Then the *Skullian* drops down and starts firing energy blasts from its four gun turrets. These orbs are deadly, but move slow enough to evade them. Vary your speed to confuse the ship's targeting—the guns won't adjust quickly when Sonic suddenly speeds up or slows down. When blasts do zero-in on Sonic, jump to get out of the way.

Watch for more items dropped from the ship: some are valuable, others dangerous. When Sonic gets close enough, launch Homing Attacks again. Keep punching that button once you land a blow! You can get in multiple strikes in a row. And remember: if Sonic gets directly underneath the ship, use Orange Rocket if you've got it available. This puts a big hurt on your foe.

Each time you land a significant series of blows or launch the Orange Rocket, the enemy ship disintegrates a bit more, losing parts. Each time you knock off part of the ship, the next sequence is tougher: faster gunfire, more asteroids bouncing on the road, more dangerous items dropped in your path, and so forth. Keep attacking until the *Skullian* finally explodes!



TERMINAL VELOCITY

ACT 1

Mission

This Act puts together three of your favorite evil foes from previous "racetrack"-type encounters. Individually, they're tough. Together, they're *really* tough. No Special Rings or 1-UPs available here; just pure, unadulterated robot vs. hedgehog super-sprint action.

You start with an escort of three Egg Chasers up ahead—one in each of Sonic's three running lanes. This makes dodging their laser blasts with Quick Step much trickier. Remember that Egg Chasers swing their arms right before they shoot. Watch for that action to Quick Step out of the way. The first Egg Chaser trio slams into a gate at about the halfway point of this first stretch, but three more drop in to take their place.

Level Details

Rank	Score
S	800,000
A	650,000
B	500,000
C	300,000

Stage Length	Short
Time Over	4:51
Starting Points / Points Deducted Per Second	320,000 / 1,100

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	280,000
1	210,500
2	182,500
3	56,000
4	28,000
5 or more	0

Wisp Powers Available

Wisp Power

WHITE (BOOST)

Available in This Act

Always

Enemy Types

EGG CHASER

Points: N/A

MOTO BUG

Points: 1,500

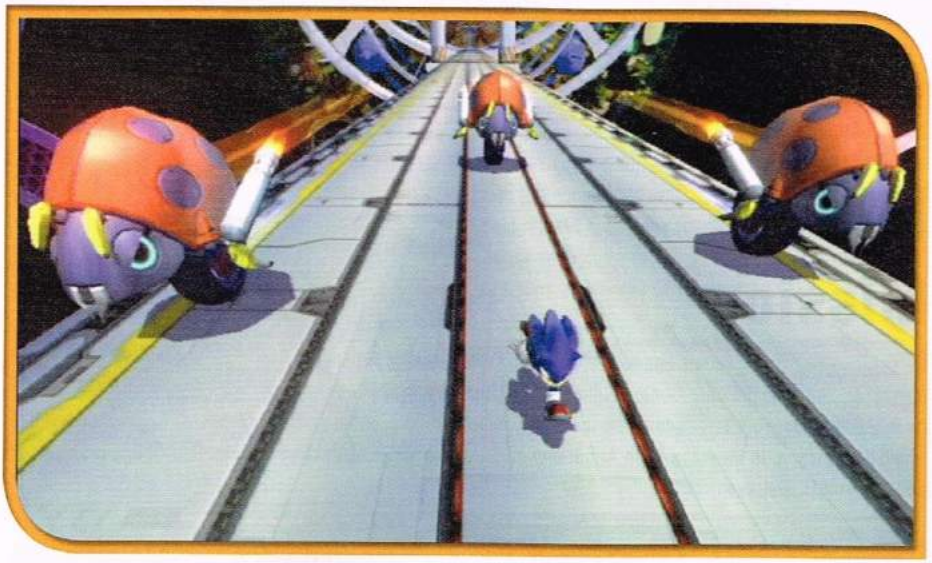
BIG CHASER

Points: N/A

This Act features a series of long, straight, three-lane running tracks, so no map is necessary.

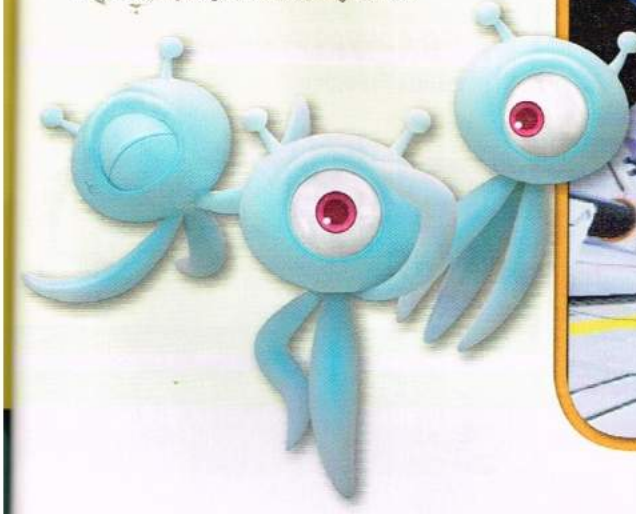
TERMINAL VELOCITY - ACT 1

When Sonic reaches the end of the first run, he loses the Egg Chasers but drops onto a three-lane racetrack filled with Moto Bugs. At first there's just a few, but their numbers increase as Sonic proceeds down the track. As in your first encounter with the bugs in Asteroid Coaster, slam them from the side or with a Boost from behind to pick up points. Don't let them hit Sonic! Eventually, Sonic hits a row of Springs that bounce him over to a new road.



Now your old buddy the Big Chaser drops in behind Sonic. This road has three Quick Step lanes, as well. Like your first meeting with the purple monster, he tries to get up close and whack Sonic with big roundhouse swings. Hold down the Boost button to create plenty of separation. This is good for two reasons: the Big Chaser can't reach Sonic with his melee swing, and you get more time to see his two-lane purple laser blasts coming and Quick Step into the safe lane. Run in the center lane as often as possible; that way, it's not necessary to Quick Step more than one lane to dodge lasers.

Soon the danger multiplies. With the Big Chaser still on Sonic's tail, a fleet of Moto Bugs suddenly joins in the fun. Keep dodging the Big Chaser's laser shots while dodging bugs until reaching the end!



BOSS

Mission

Here it is at last: Sonic versus Eggman. Well, there's a Nega-Wisp Armor suit, too. This running boss battle is somewhat similar to the ones Sonic fought earlier against Eggman's two frigates, the *Orcan* and the *Skullian*. As in those fights; your task is to chase the craft up a long road and dodge the badness that Eggman fires until Sonic can catch up to the Nega-Wisp Armor and nail it with a series of Homing Attacks. Repeat this process until the suit is destroyed.

Level Details

Rank	Score
S	4,000,000
A	3,100,000
B	2,300,000
C	1,500,000

Stage Length	Medium
Time Over	6:28
Starting Points / Points Deducted Per Second	465,000 / 1,200

No-Miss Bonus

Number of Lost Tries	Added Bonus
0	450,000
1	337,500
2	292,500
3	90,000
4	45,000
5 or more	0

Wisp Powers Available

Wisp Power
WHITE (BOOST)
Available in This Act
Always

Wisp Power
ALL
Available in This Act
Finale only

Boss

NEGA-WISP ARMOR

Points: 100,000

In this boss battle, Sonic fights Eggman in his Nega-Wisp Armor while sprinting down a long, straight walkway, so no map is necessary.

TERMINAL VELOCITY - BOSS

As the battle progresses, Eggman unleashes dark versions of the very Wisp Color Powers that Sonic has been using throughout the game. At first, Sonic runs toward the Nega-Wisp Armor as the deadly suit glides backward down the road. From the cockpit, Eggman activates Cube power, dropping Blue Block mazes in Sonic's path, and Spikes power, dropping rows of spike balls across the road. Hitting these causes damage, so Quick Step to avoid blocks, then simply jump over spikes.

Finally, Eggman unleashes Laser power, sweeping a deadly purple beam across the road from side to side. Sonic must hop over the beam to avoid getting hurt.

Again, your objective is to catch up to the Nega-Wisp Armor and nail it with Homing Attacks. Each time Sonic gets close, start pressing the Jump button to trigger the red lock-on cursor, then unleash a series of blows. The last attack in each series is a nice punch to Eggman himself in the cockpit!

Eventually, Eggman pilots the Nega-Wisp Armor so that it drops in *behind* Sonic. He also starts using combo Color Power attacks—for example, using Cube to toss out blocks then using Laser to ricochet beams off the blocks in zigzag shots that are much harder to anticipate and dodge. He may also add Spikes to Cube, sending single spike balls bouncing through the corridors created by the Cube power's blocks—again, making them harder to dodge.

Note that after landing a few attacks on Eggman's robot, Sonic starts picking up companions—Wisps of various colors. Once this begins, a new color joins Sonic each time he gets in a complete attack on the Nega-Wisp (including that series-ending punch in the face to Eggman). At first, the Wisps provide only moral support, but eventually (once you hit the Nega-Wisp Armor enough times and all seven colors have joined up), they give Sonic some powerful help.

After a final punching attack staggers Eggman, use your controller in the usual way to activate color power and watch all seven Wisps circle and approach the Nega-Wisp Armor. When this happens, run up and unleash a Homing Attack: it will combine all seven Color Powers in one mighty strike. This finishes off the boss. You've almost completed the game!

BEAT THE BOSS FAST!

Eggman can be defeated faster by speed boosting to him for an extra hit, right after directly punching him with the Homing Attacks.

ACT 2

Mission

This is a very simple, yet breathtaking, escape mission. Sonic watches a great violet energy sphere approach as it consumes Eggman's space station. As the destructive cloud advances, the walkway leading back down to the planet starts to crumble. Sonic's final objective: *Run!*

There is very little "strategy" to impart here. Sonic automatically sprints down the walkway. Your task is to use Quick Step and/or jumps to avoid collapsing floor sections. Most are fairly easy to get past, but be ready for a big Double Jump when one large section drops away. After clearing that gap, the camera swings around in front of Sonic and you're nearly home free. Keep running and jumping a few more seconds to trigger the final movie sequences. Good job!

Wisp Powers Available

Wisp Power

NONE

Available in This Act

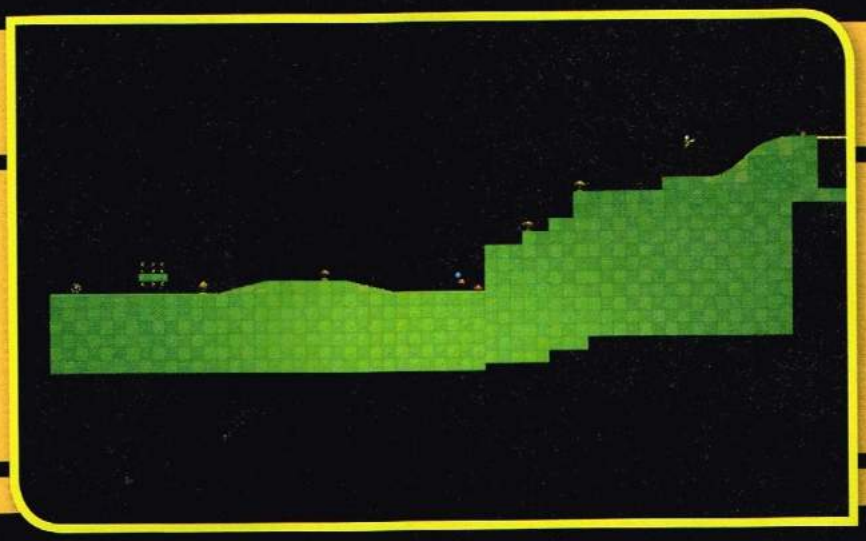
N/A

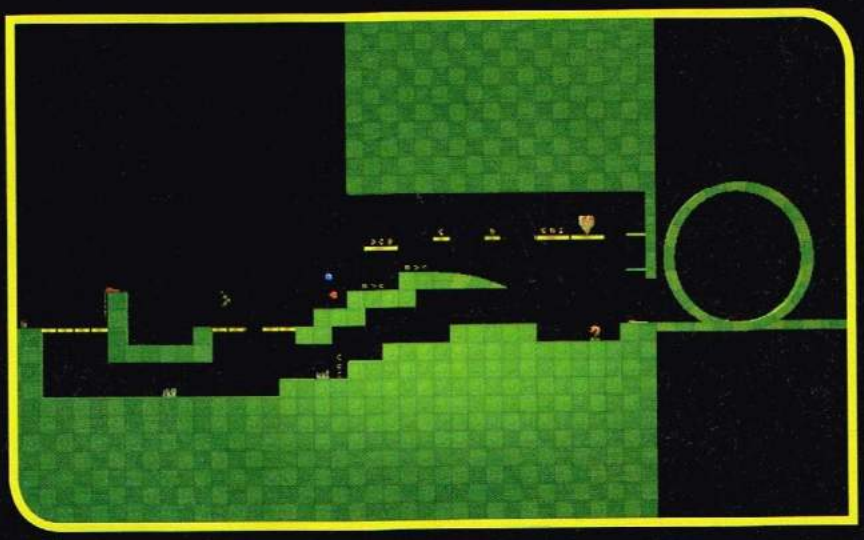
Enemy Types

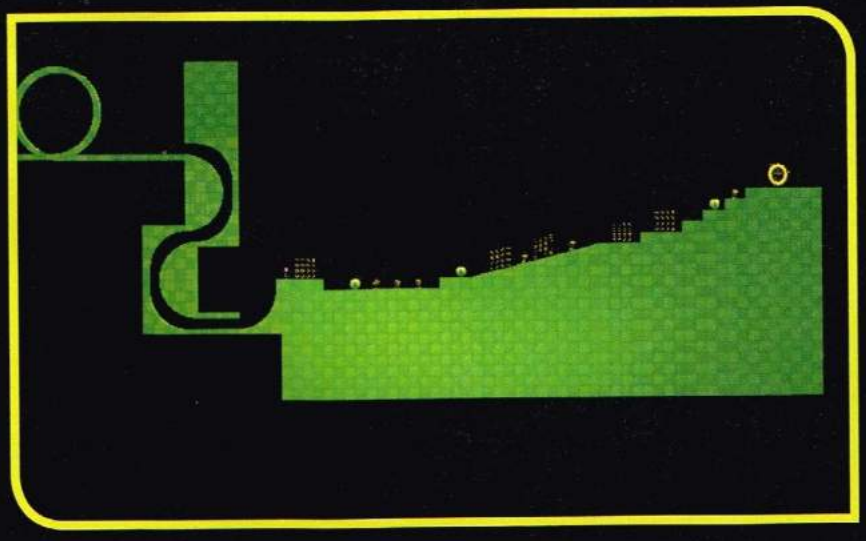
SONIC FACES NO ENEMIES IN THIS ACT.

EGGMAN'S SONIC SIMULATOR

As you play through the game and collect Special Rings, you unlock special bonus missions in Eggman's Sonic Simulator. In this section you'll find complete maps plus notes for each mission. See Eggman's Sonic Simulator Unlocks table in the Basics section of this guide.

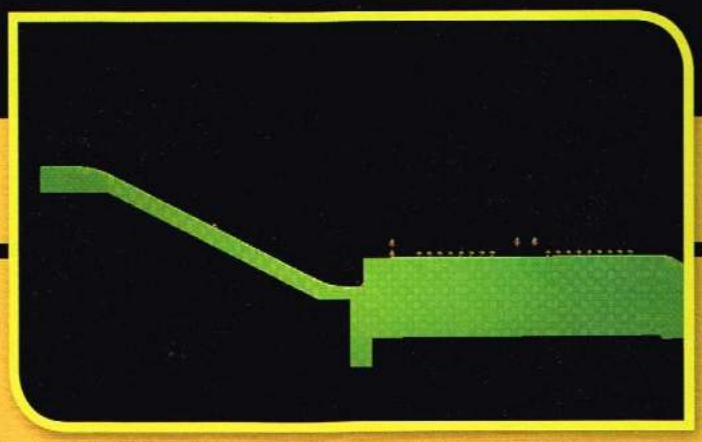


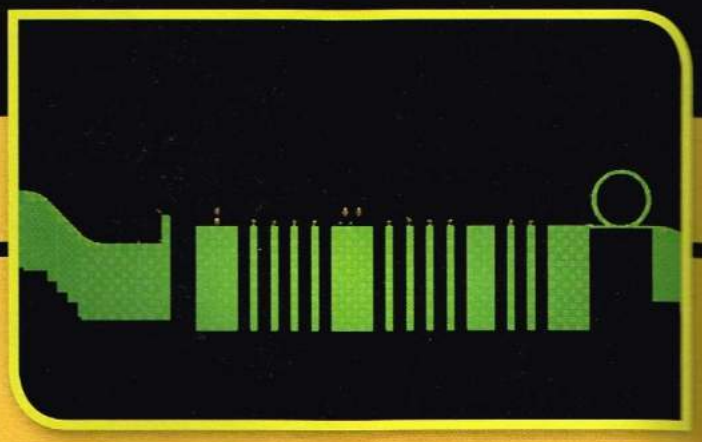


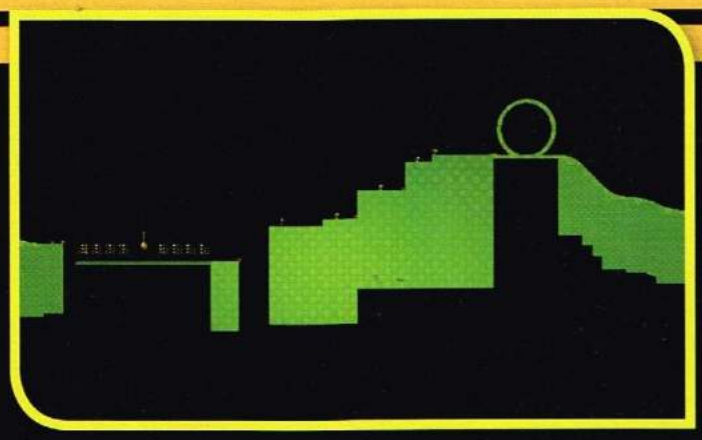


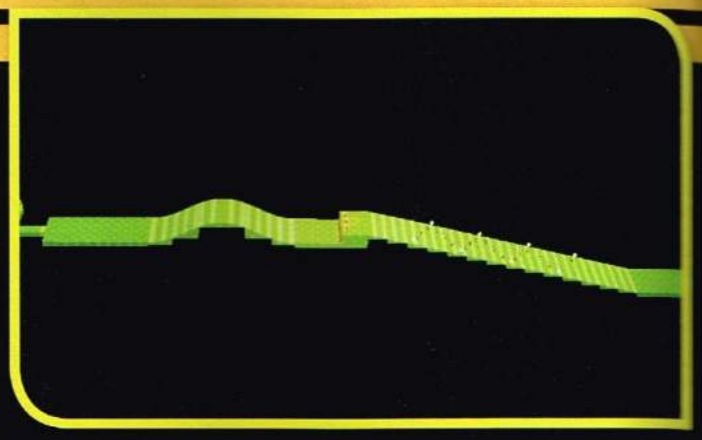
GREEN STAGE 1-1

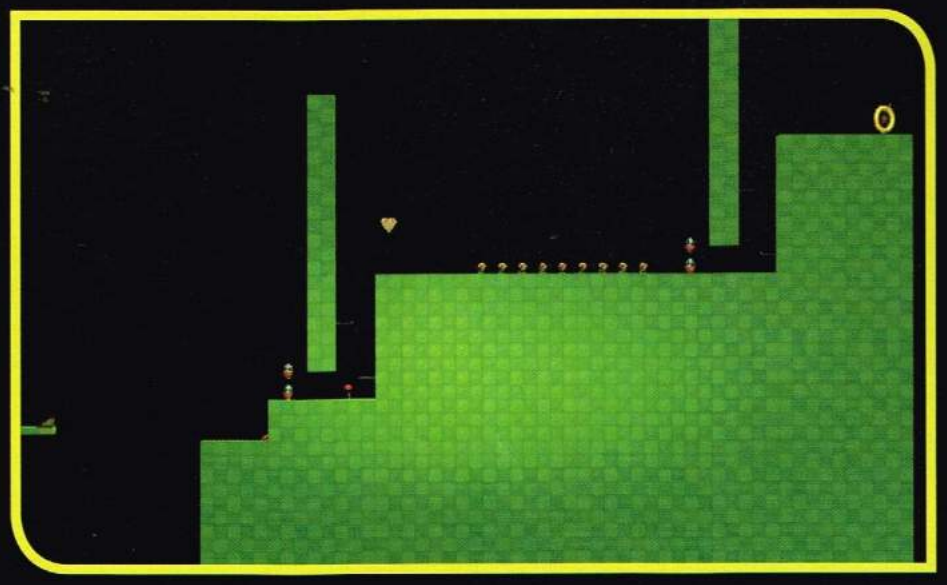
This is a fairly simple, straightforward run. Watch out for the Buzzers en route. The billiard balls help you wipe out Egg Pawns, but don't get rolled yourself! To reach the Egg Medal, make quick jumps across the disappearing yellow platforms.





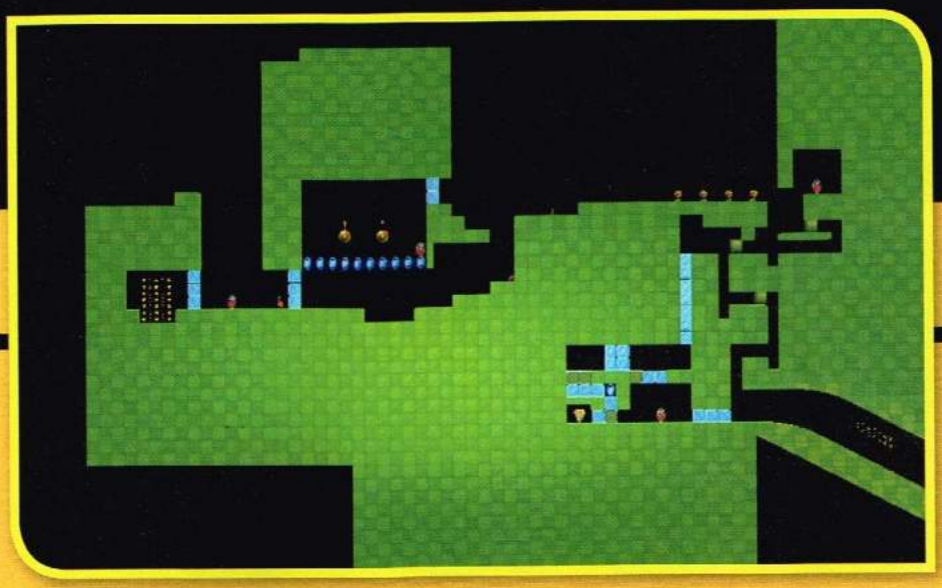


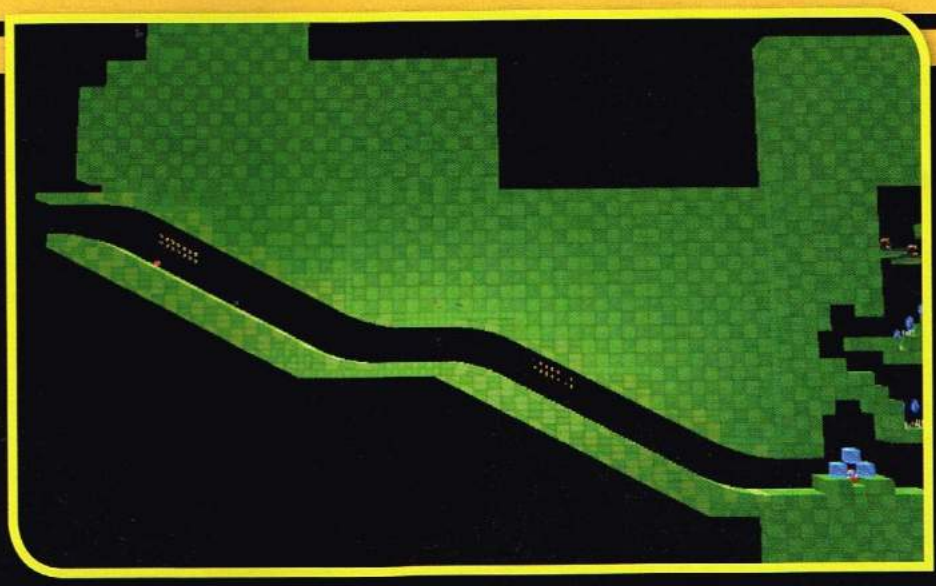




GREEN STAGE 1-2

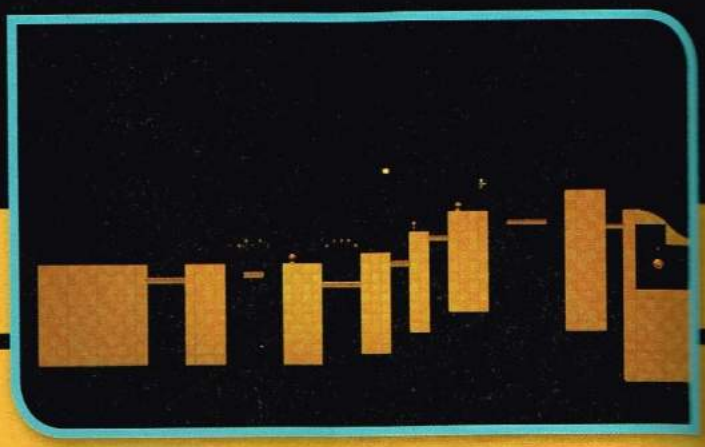
Make sure both Sonics collect Cyan Laser capsules so you've always got two laser shots available. Keep using the Cyan Laser form to nail bonus slams through the Egg Pawns foolishly lined up in a row for you. Keep this up all the way through the first loop. Have fun with the Punching Ball in two-player mode! Target the nearest prism with your laser for a sweet zigzag slam. Then ricochet the laser off the back wall to nab the Egg Medal.

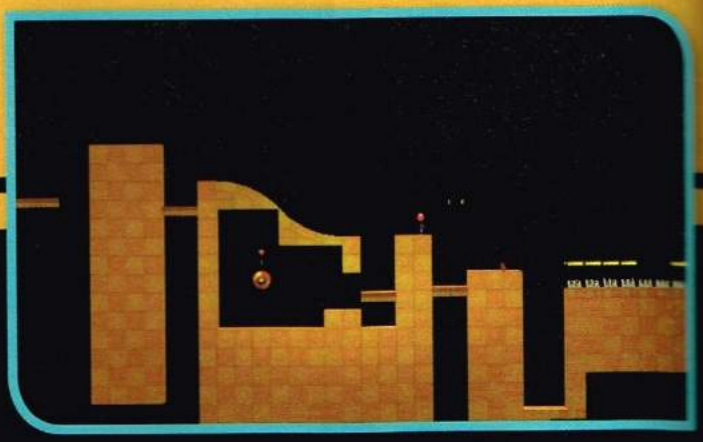




GREEN STAGE 1-3

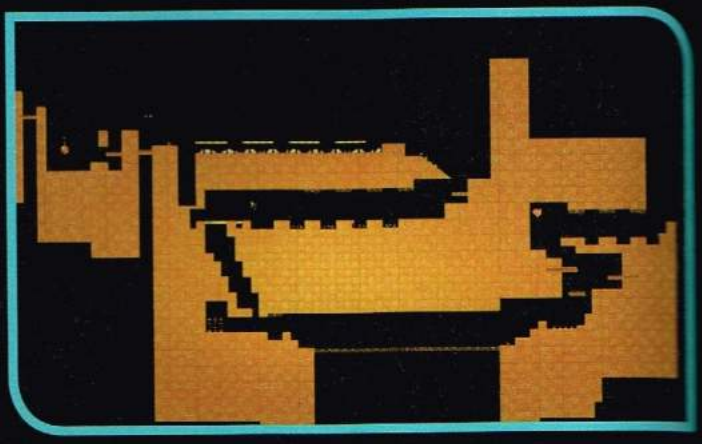
Blue Cube puzzles abound in this mission. Fortunately, they're easy to solve, especially if you keep running both of your Sonics into Blue Wisp capsules. Stomp on destructible boxes to help reach the Egg Medal. Hop over the last movable box instead of pushing it off the ledge. Then you can drop down and access the Slot Machines *before* you hit the Goal Ring.

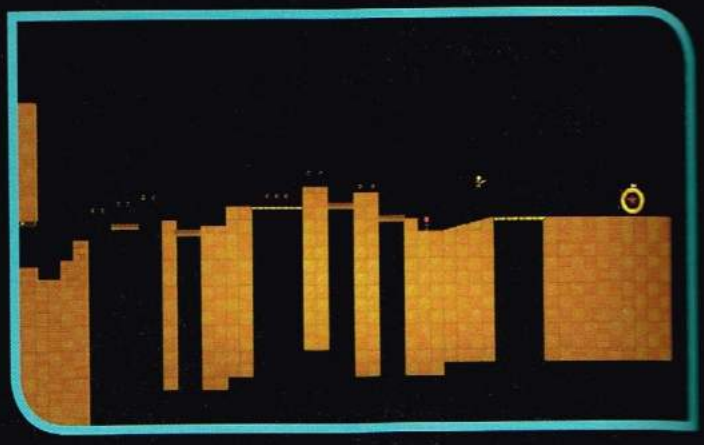


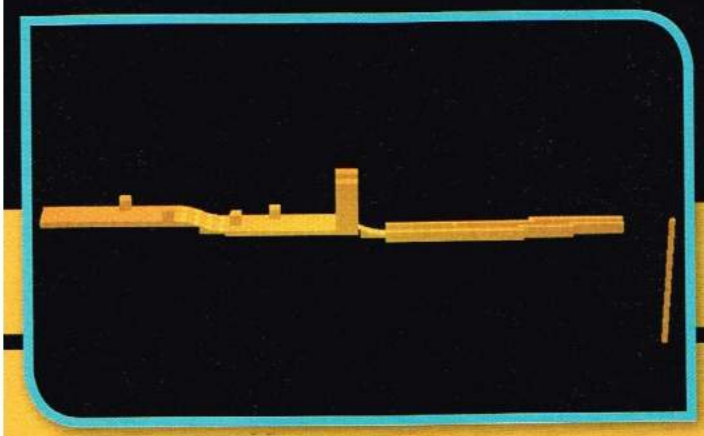
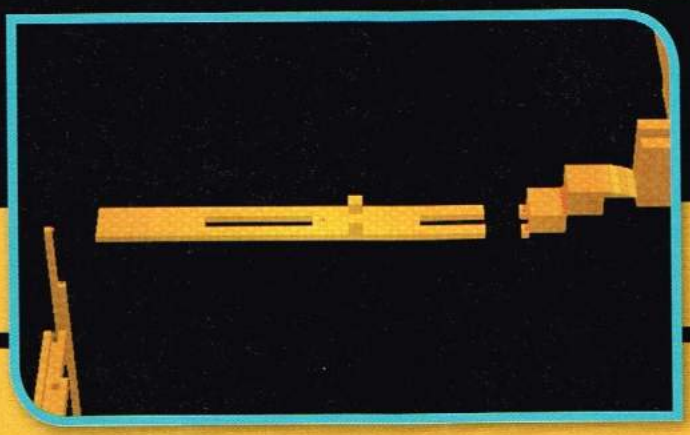
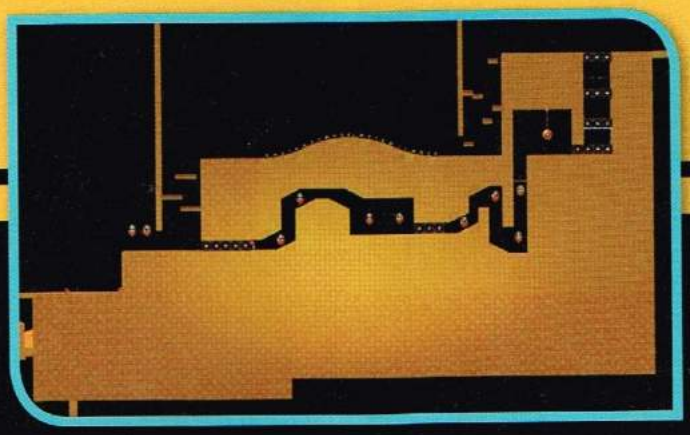
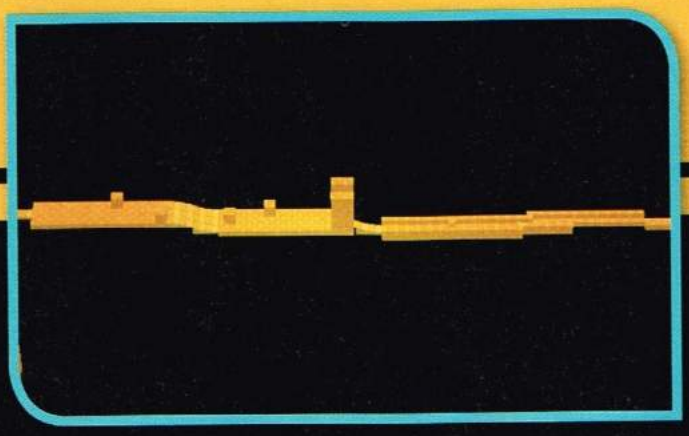
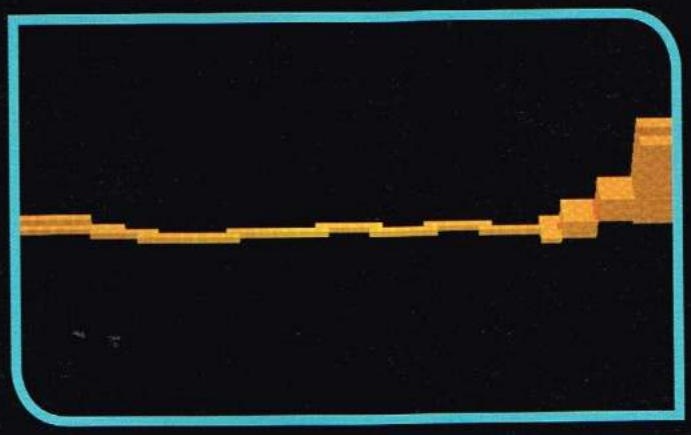
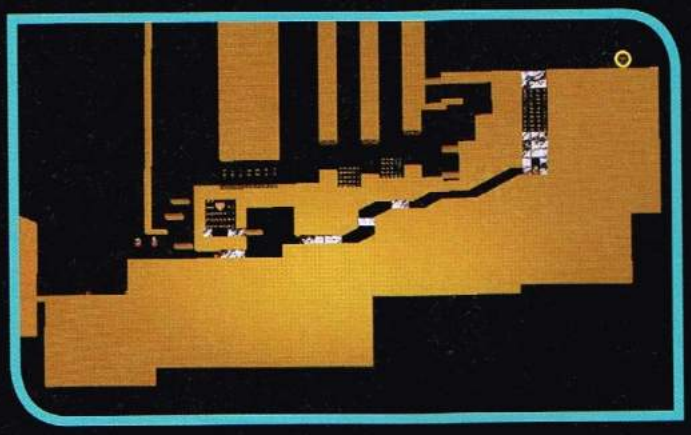


YELLOW STAGE 2-1

This is a very spiky kind of level that involves a lot of crushing. Prepare to sprint and hop past deadly spike and crusher panels. Make sure to go full speed across the rising bridge, as well. You must ride a crusher up and then Air Boost to reach the Egg Medal, but make your jump to the medal on the way up, or else the crusher will shoot Sonic upward to oblivion!

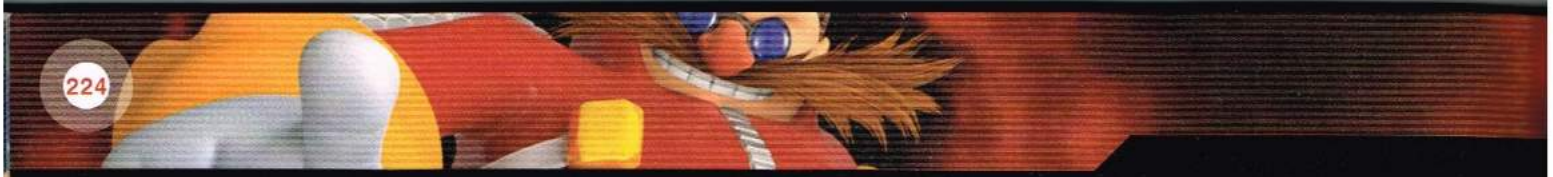


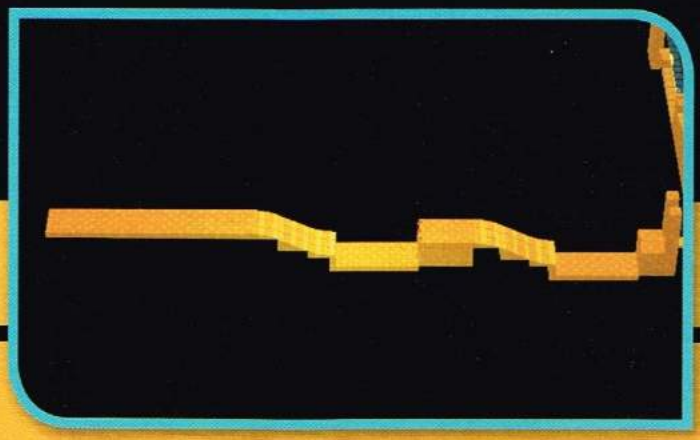


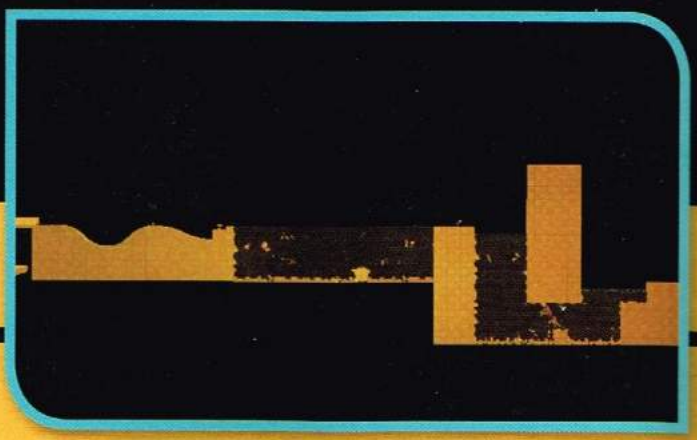







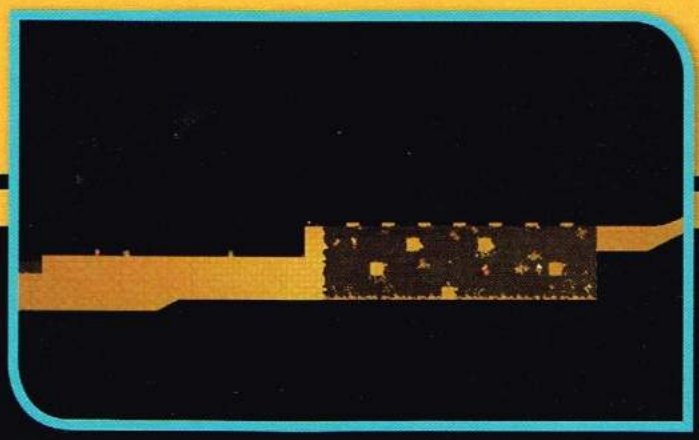
YELLOW STAGE 2-2

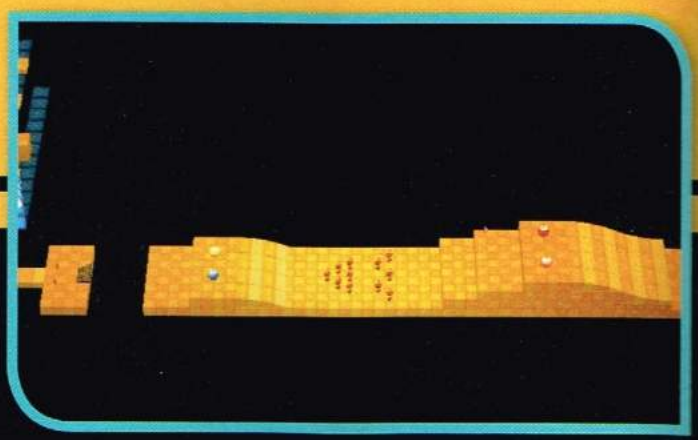
After the Quick Step start, use Cyan Laser to shoot Sonic through destructible blocks in the shaft. Keep blasting those laser shots to work quickly through the underground route. After more precarious Quick Step bridges, use Cyan Laser again to blast through the lower maze to the Egg Medal and, eventually, the Goal Ring.

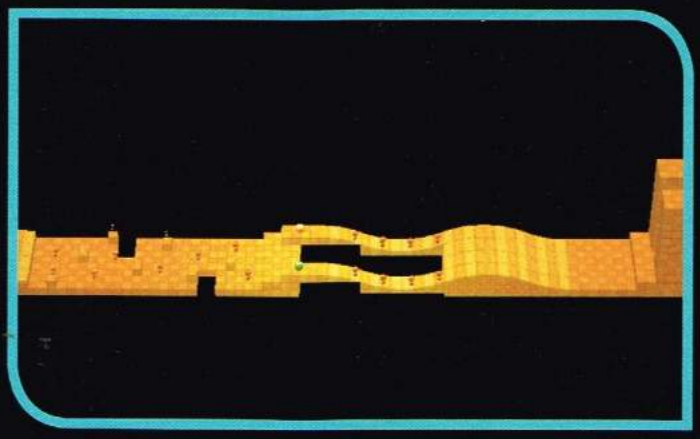


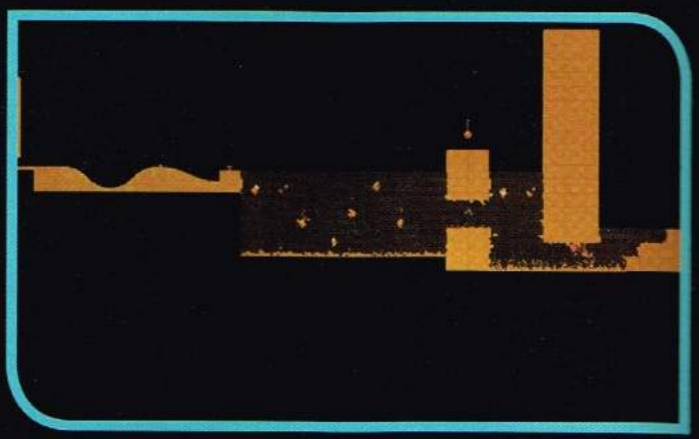


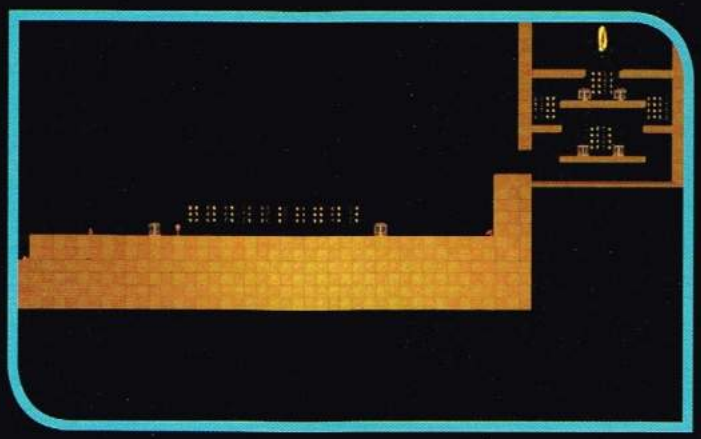






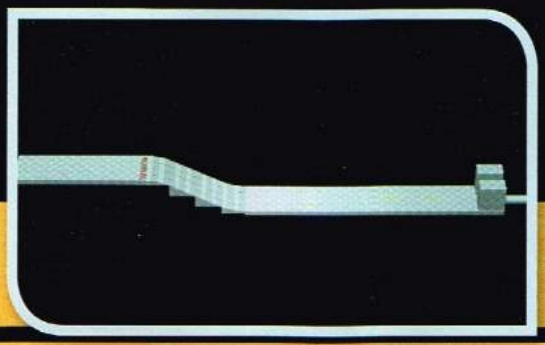
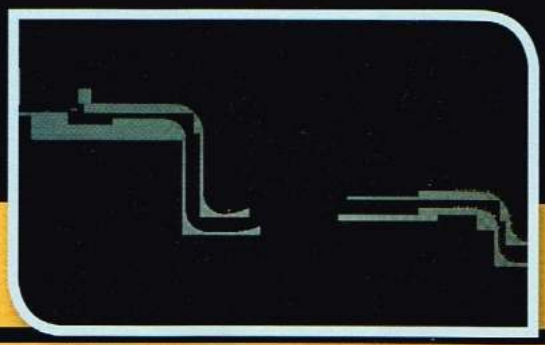
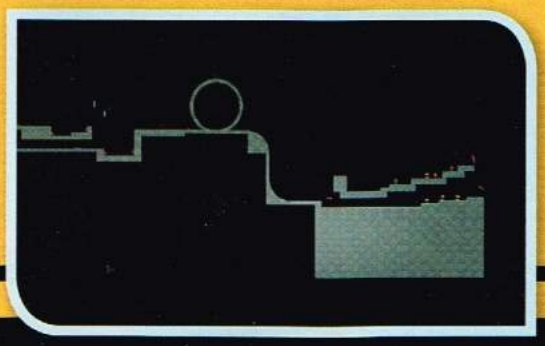
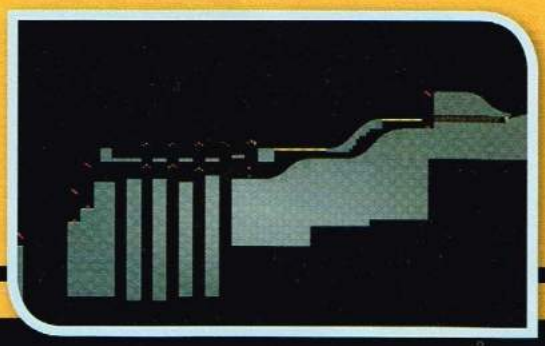
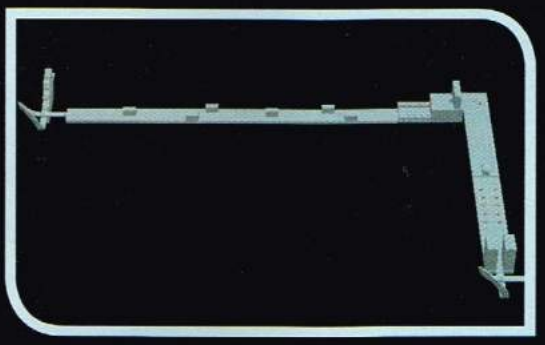
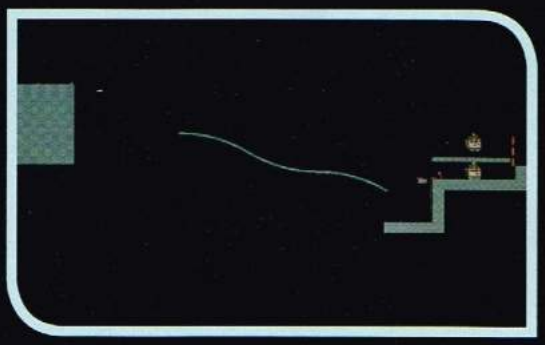
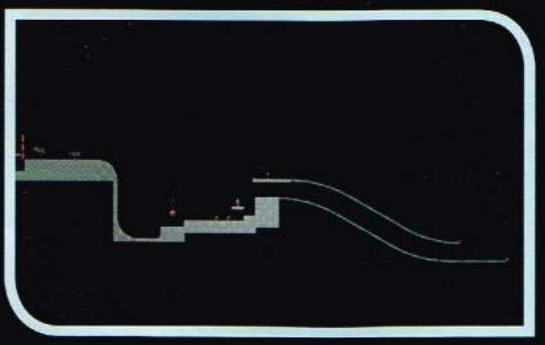
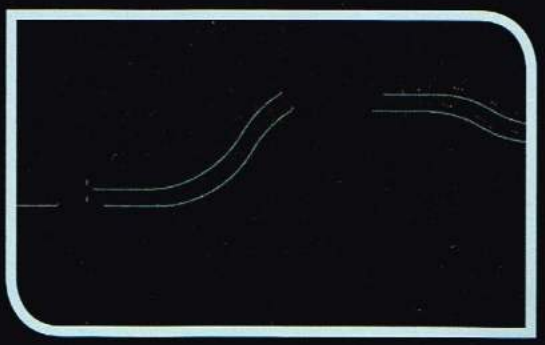
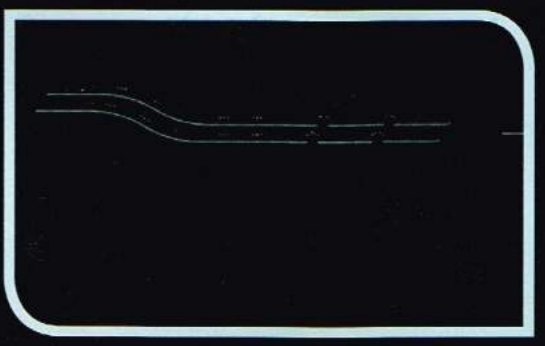
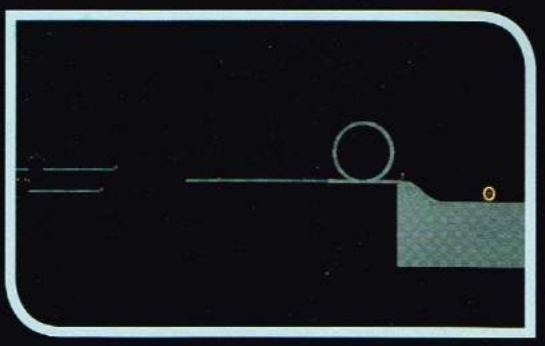






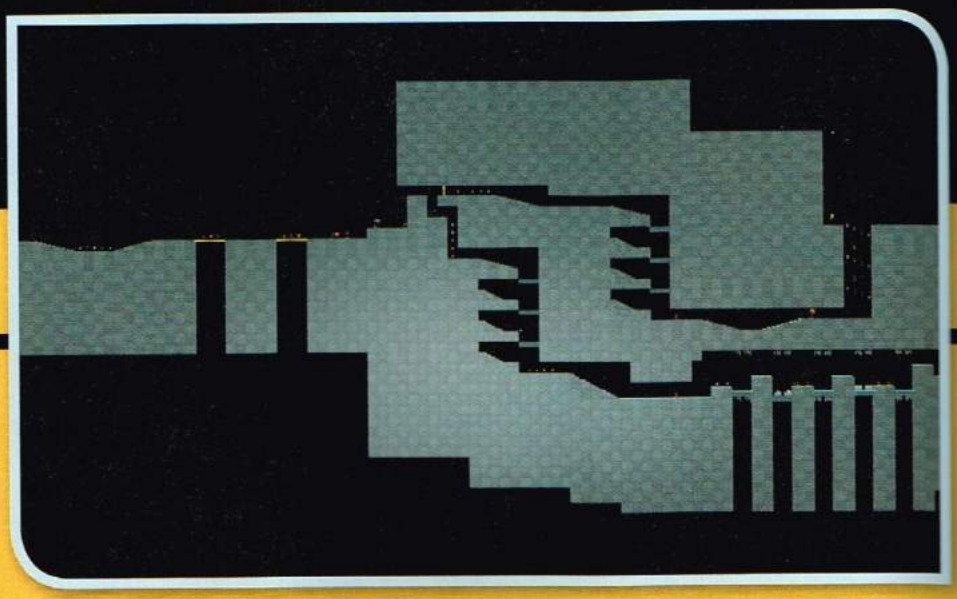
YELLOW STAGE 2-3

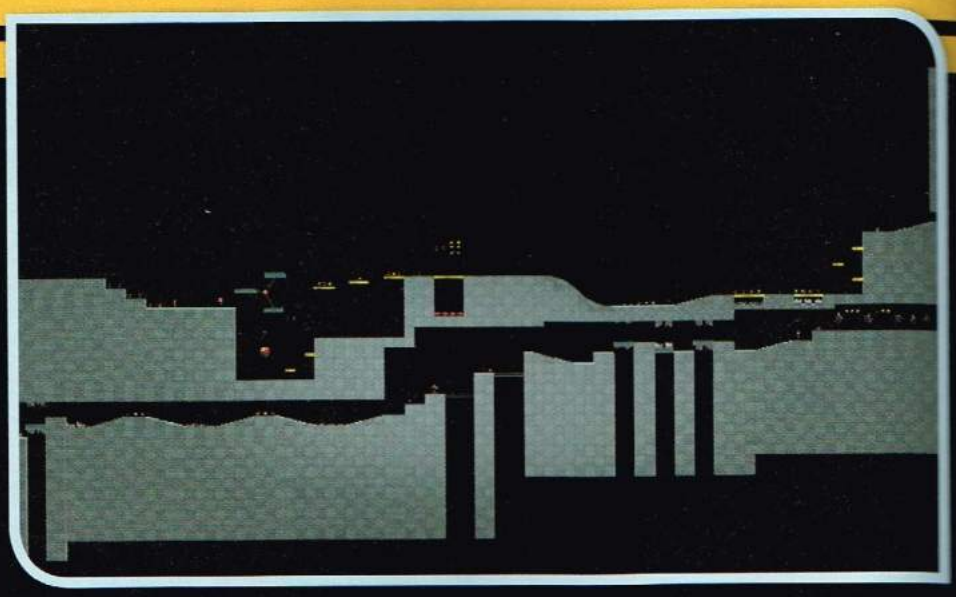
This is the first bonus level with underwater areas. Careful, the underwater floor sections collapse when Sonic touches them. Use the Yellow Drill whenever possible to explore beneath the surface. Remember to use Boost to get through the Revolving Doors. Beware of the drop-in squad of Egg Pawns when Sonic reaches the second set of Revolving Doors!

WHITE STAGE 3-1

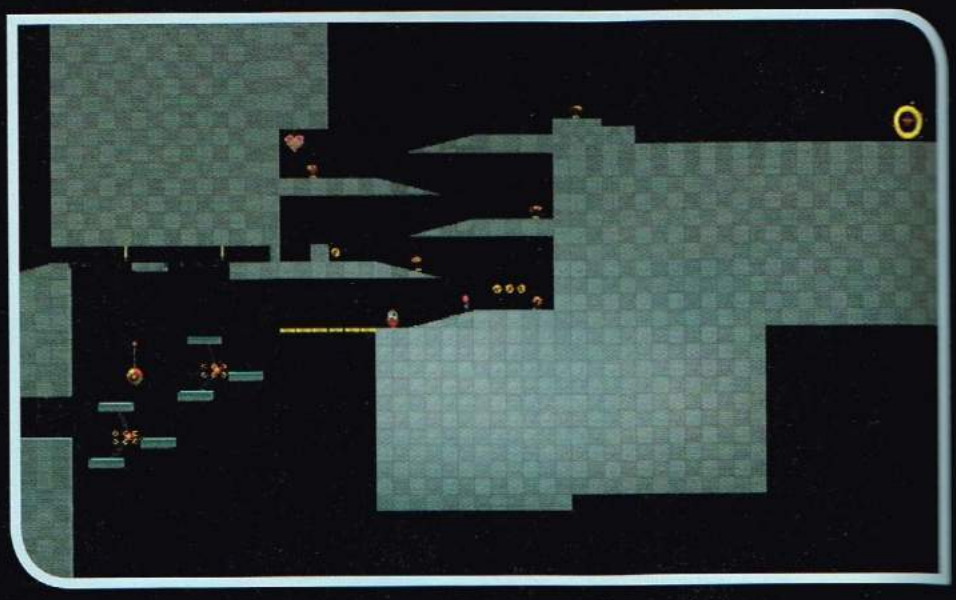
Jump into the loaded springs and press the Jump button when they point upward in order to reach the more lucrative upper track with its Rainbow Ring and Super Ring bonuses. Don't miss the Egg Medal tucked under the slope, and watch out for the Sandworms firing like turrets not long after. When Sonic reaches the grind rails, be ready to jump over gaps while grinding.

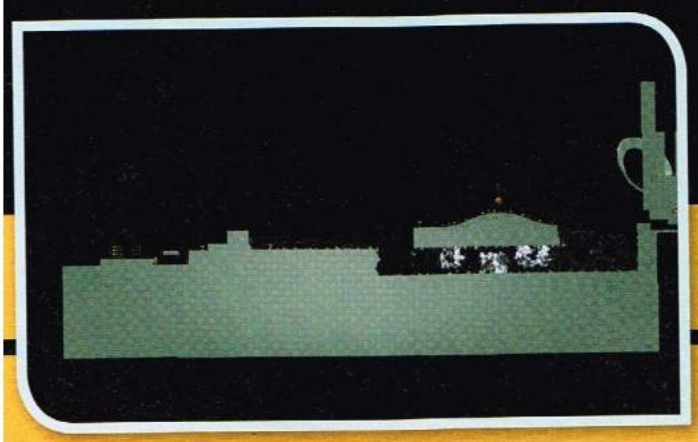
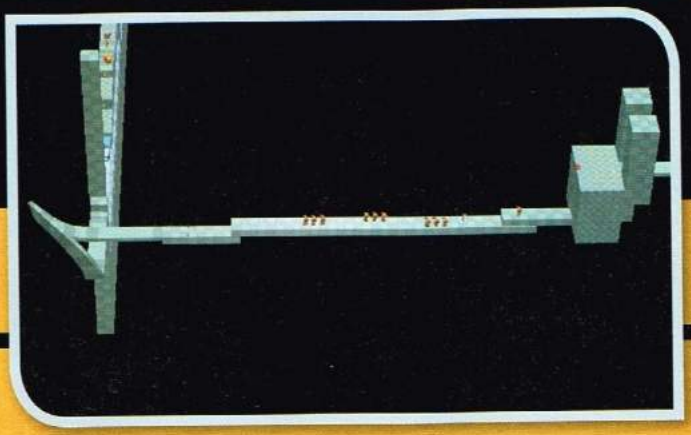
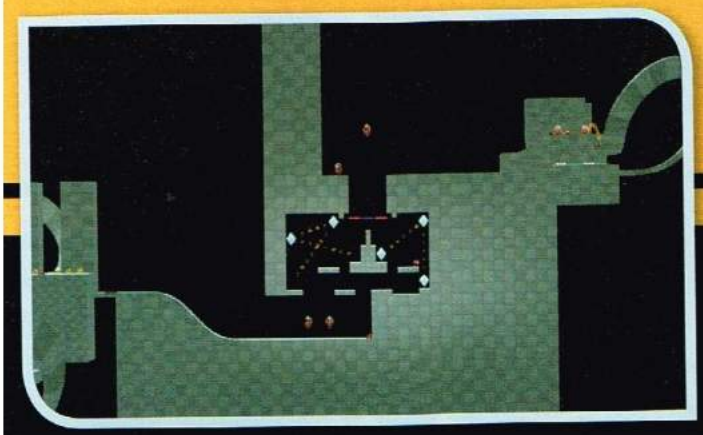
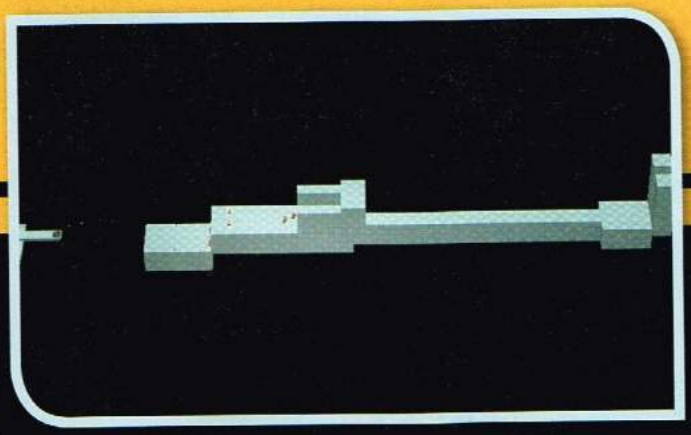




WHITE STAGE 3-2

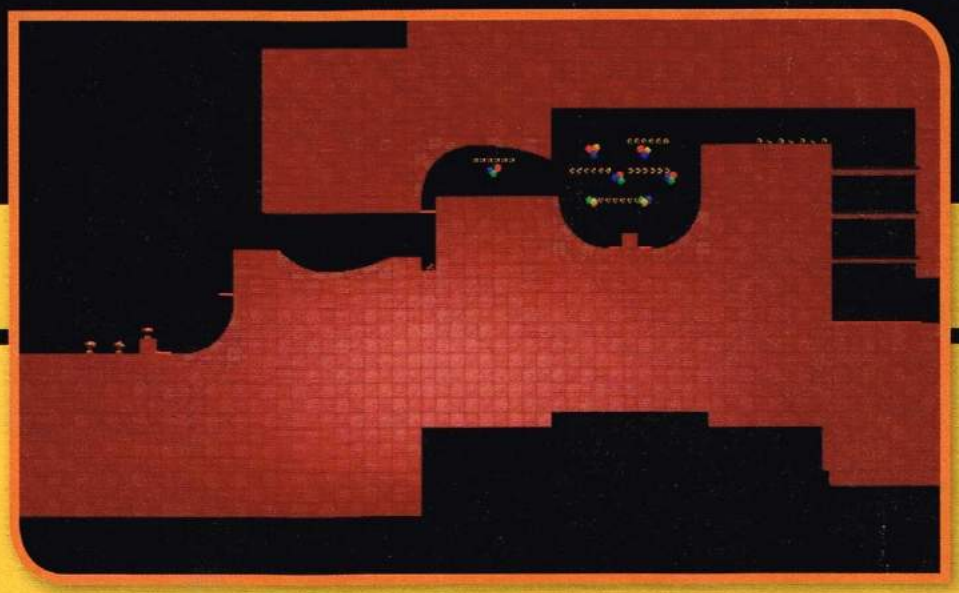
Watch out for the painful flame nozzles. You can take upper or lower routes. Both are challenging; the upper route has better goodies, you must Wall Jump up to the Super Ring. The final set of ramps is nasty, with big billiard balls rolling down from ramp to ramp. Double Jump them to reach the Egg Medal and then the Goal Ring.

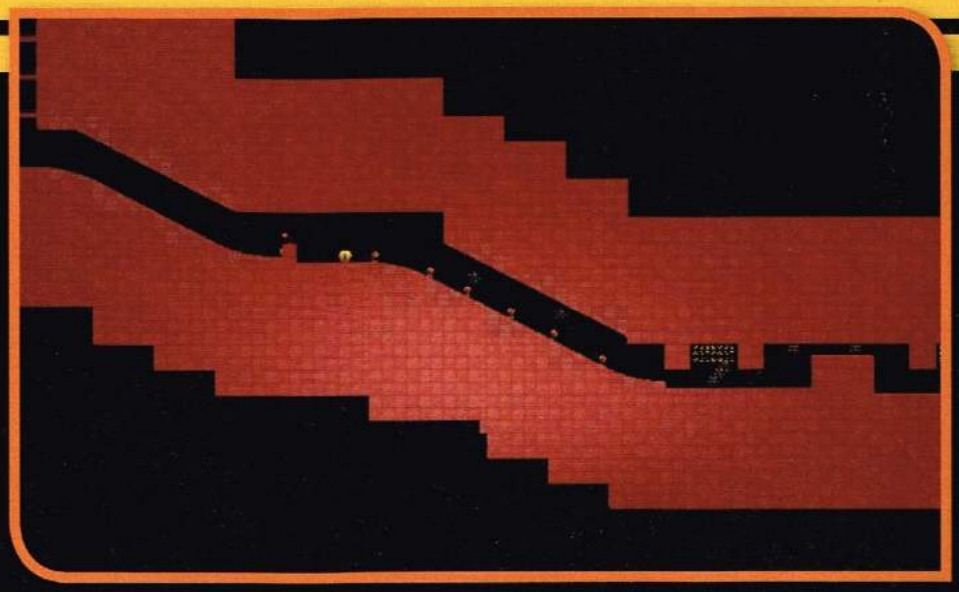


WHITE STAGE 3-3

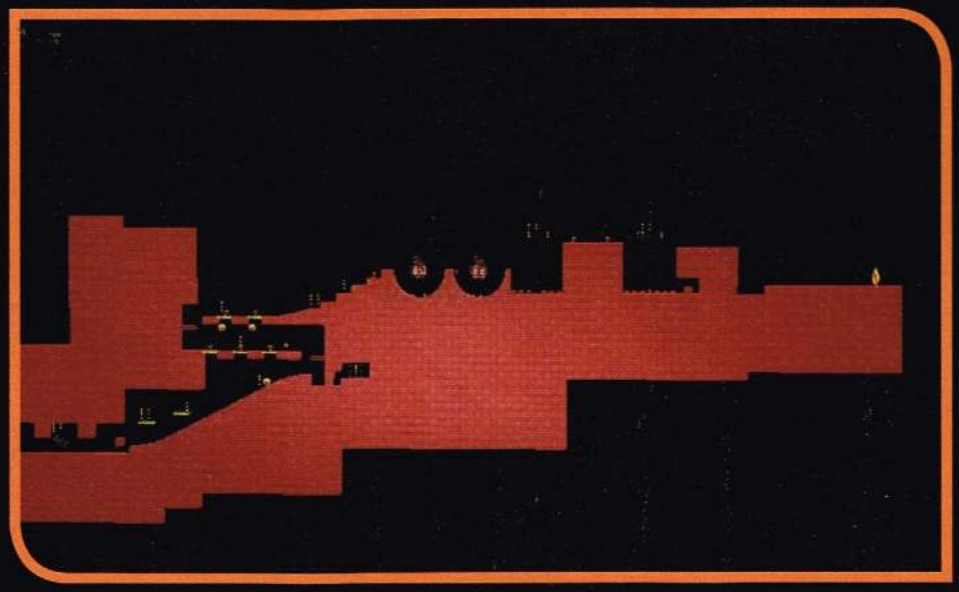
Here's another level with underwater sections. Avoid the first capsule marked with the "?" icon, but jump into the water and collect the second one to get a choice of Wisps. Have each Sonic pick one, then use the Yellow Drill through underwater blocks to reach more submerged Wisp capsules. Beyond the water, use Cyan Laser for an Egg Pawn slam, then to ricochet through prisms. The final water tank is huge and has multiple compartments, so be patient, look for Yellow Wisp capsules, and drill your way through the blockages.





RED STAGE 4-1

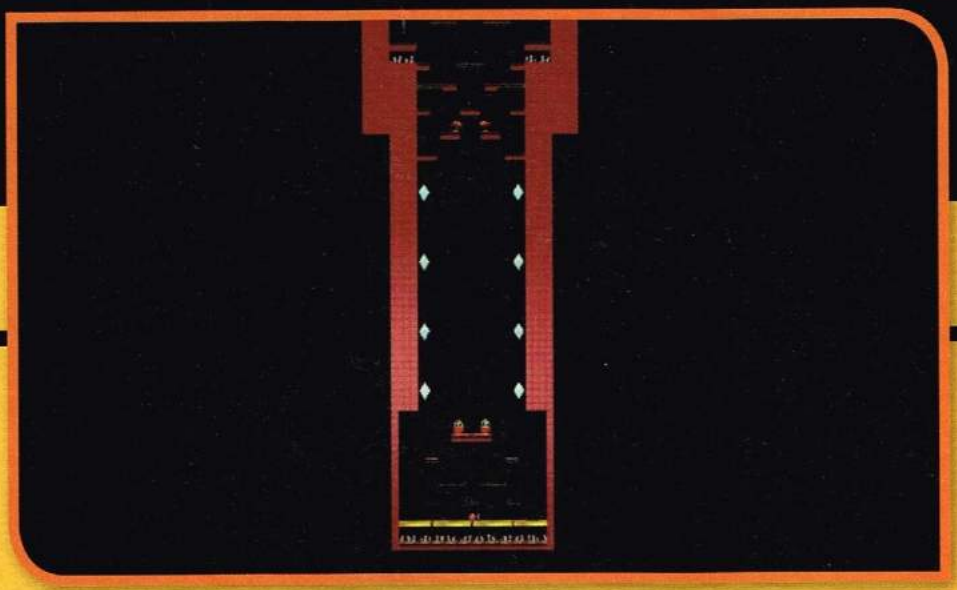
Use Homing Attack on the Exploding Balloons to collect Rings and bounce up to the next ledge, then descend via the moving platforms. Leap early when you see a billiard ball approaching and extend into a Double Jump to clear the rolling hazard. Don't let the billiard balls distract you from the Egg Medal in the hidden alcove near the top of the slope. When Sonic reaches the Slot Machines, jump directly on top of each one to avoid the rotating spiky mines.

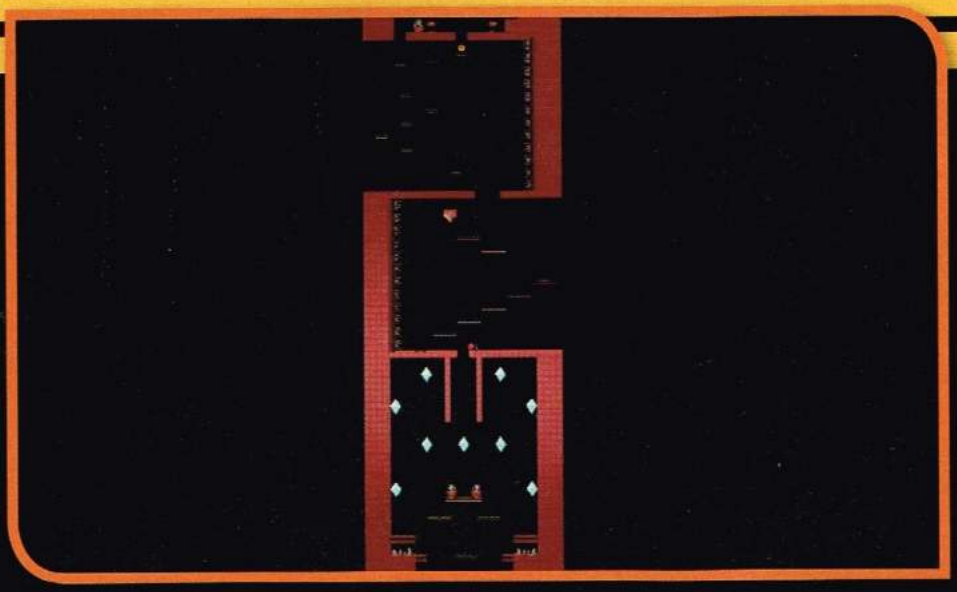


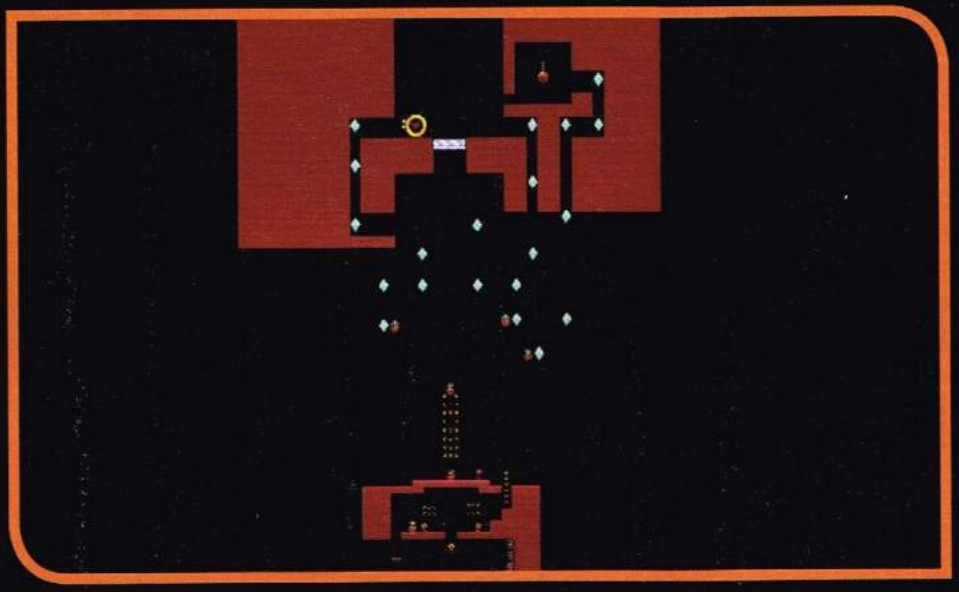
RED STAGE 4-2

This is a three-lane track with gaps, so it does not require a map. Just follow this advice: You start off dodging laser fire from a pair of Egg Chasers. Watch out for Egg Pawns on the route. Then Moto Bugs join the run. Use Boost to KO bugs from behind or just Quick Step into them from the side. Target the big black Moto Bugs when they appear—if you KO a black bug, all current bugs spin out, leaving the track clear for a few seconds. The Egg Medal is in the rightmost lane over a gap, so you'll have to jump to collect it without losing a try.

EGGMAN'S SONIC SIMULATOR

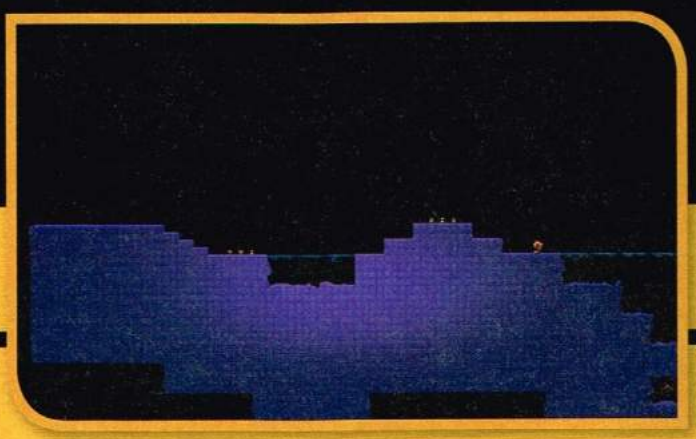


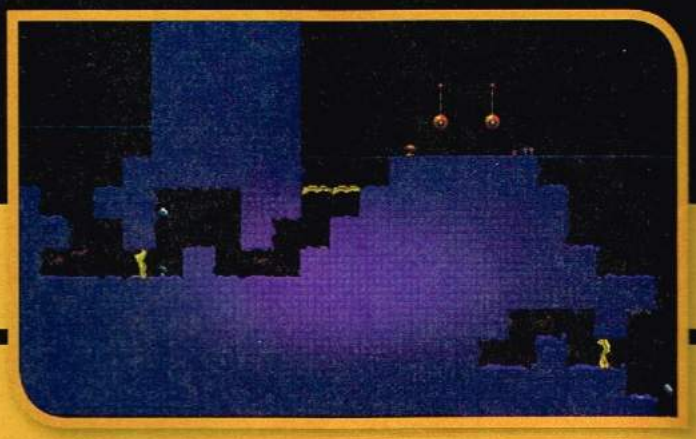


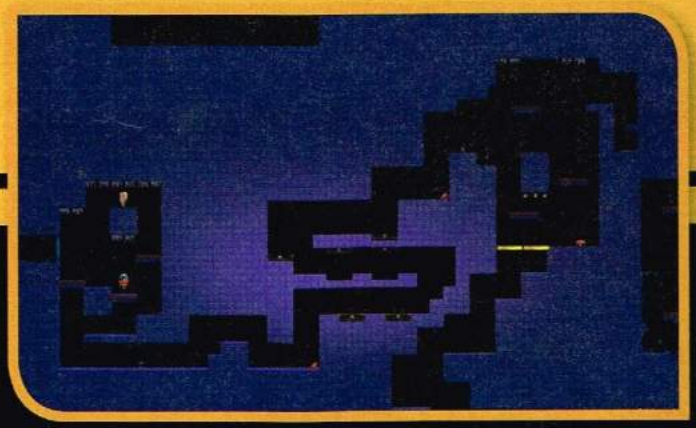


RED STAGE 4-3

This is a frightening mission. In the first chamber, the moment you step on the blue button the spiked floor starts rising and doesn't stop until it reaches the chamber's ceiling! Hop upward and use Cyan Laser shots to stay ahead of the spikes. In the second chamber, the spikes come from the side, so do some fast hopping up the panels; you must get all the way to the top to score the Egg Medal, a tough task. The top chamber lets you ride an Orange Rocket up to the Goal Ring, but other points can be earned from firing the Cyan Laser into the many prisms floating around the area.

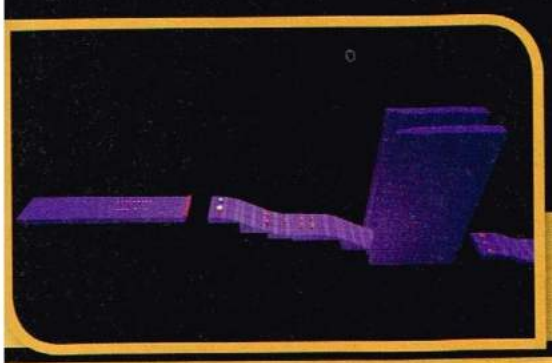
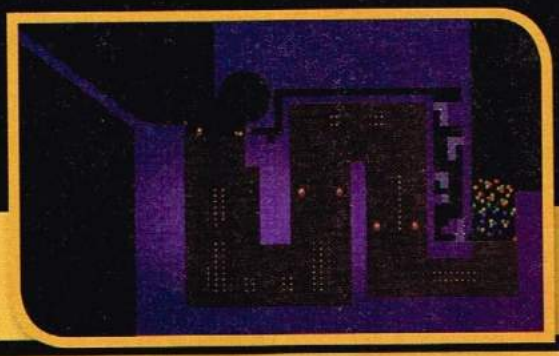
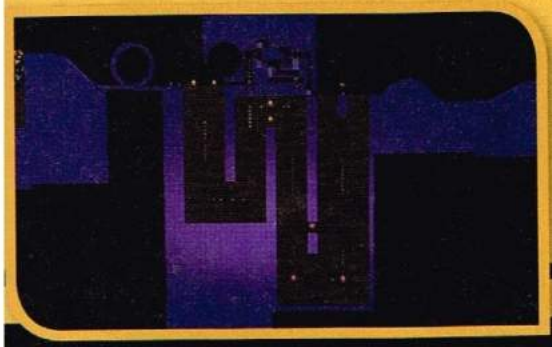
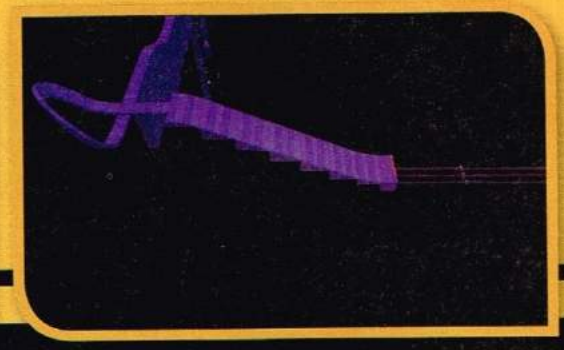
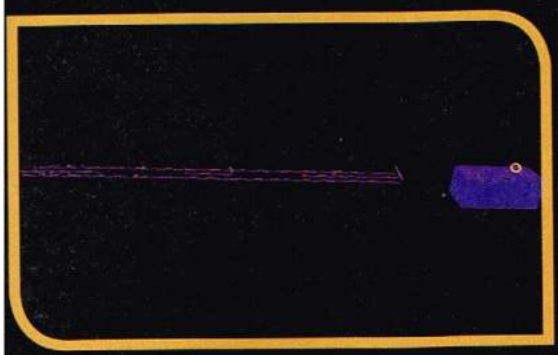
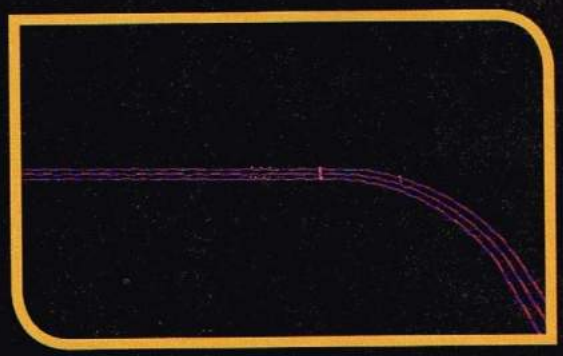
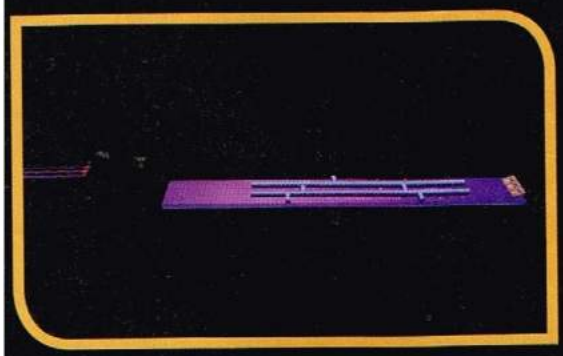
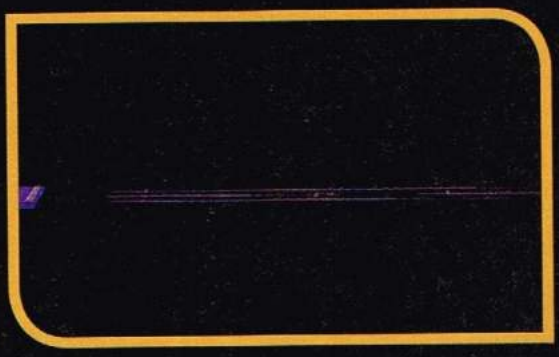
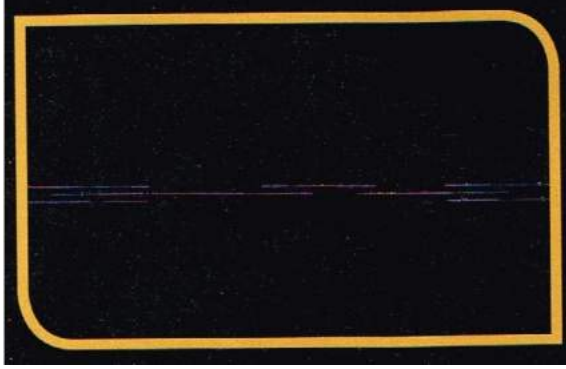
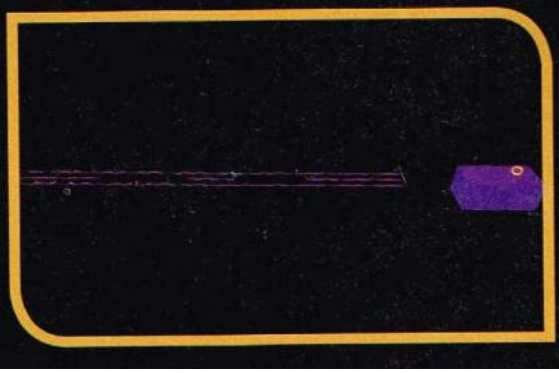






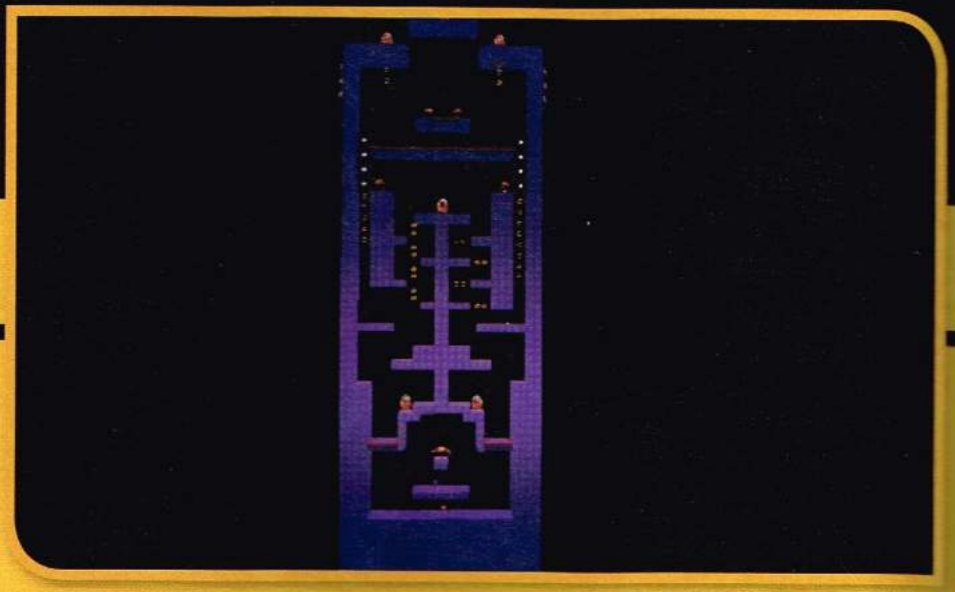
PURPLE STAGE 5-1

This area features a mix of hazards. The underwater sections have no Yellow Wisp capsules available, so Sonic must run and swim through. Look for air bubbles! When you reach the first set of three rotating platforms, hop to the right to find a blue button that deactivates the yellow floor below or else you can't go any further.

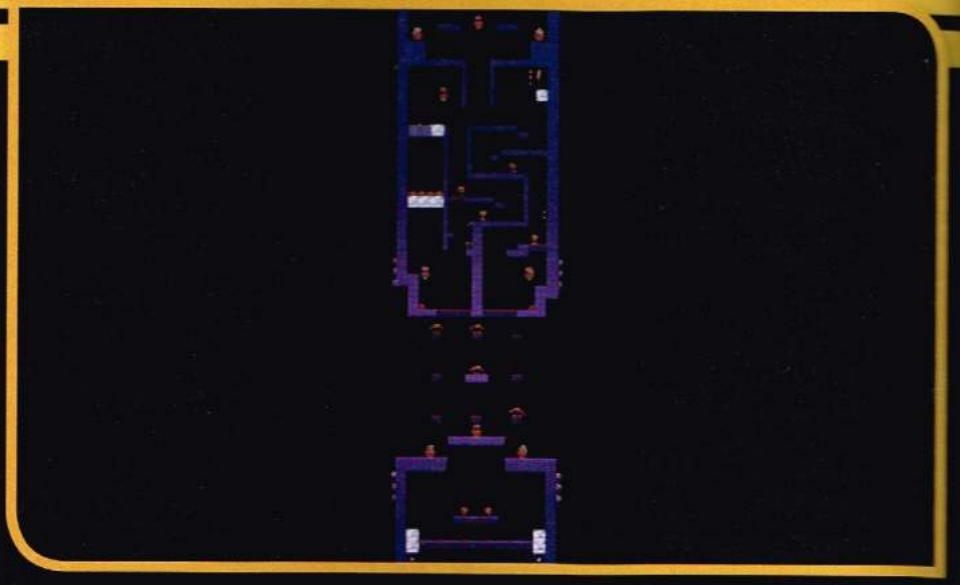
PURPLE STAGE 5-2

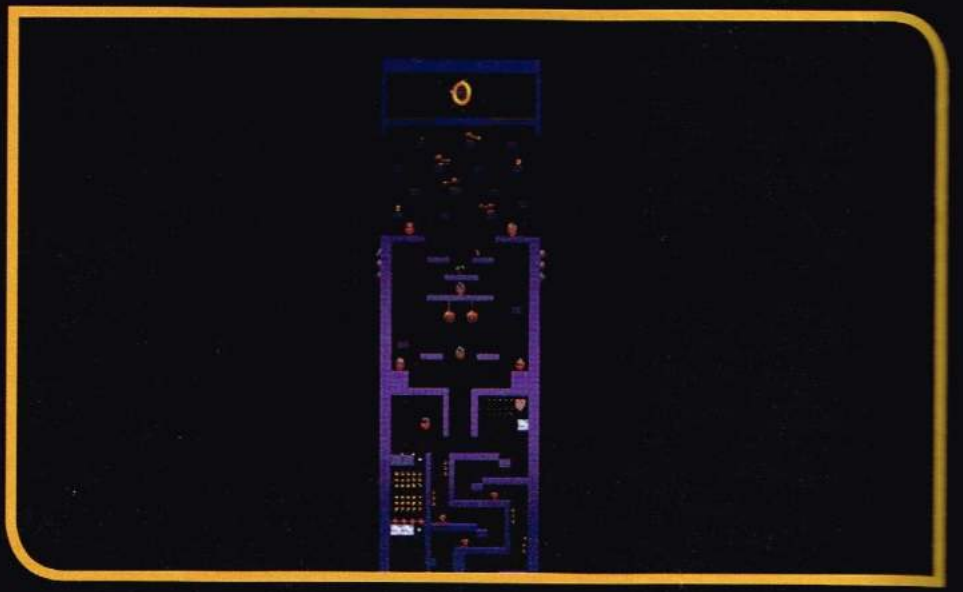
After knocking around some billiard balls, Sonic reaches some diggable dirt and a pair of Yellow Wisp capsules. Instead of digging right away, push the movable crate and follow the narrow passage to a stash of Super Rings. Look for more of these back passages as you proceed. Don't miss the Egg Medal underground in the second diggable dirt area, but watch out for Moles (big and small) that engage Sonic as the Yellow color gauge counts down.



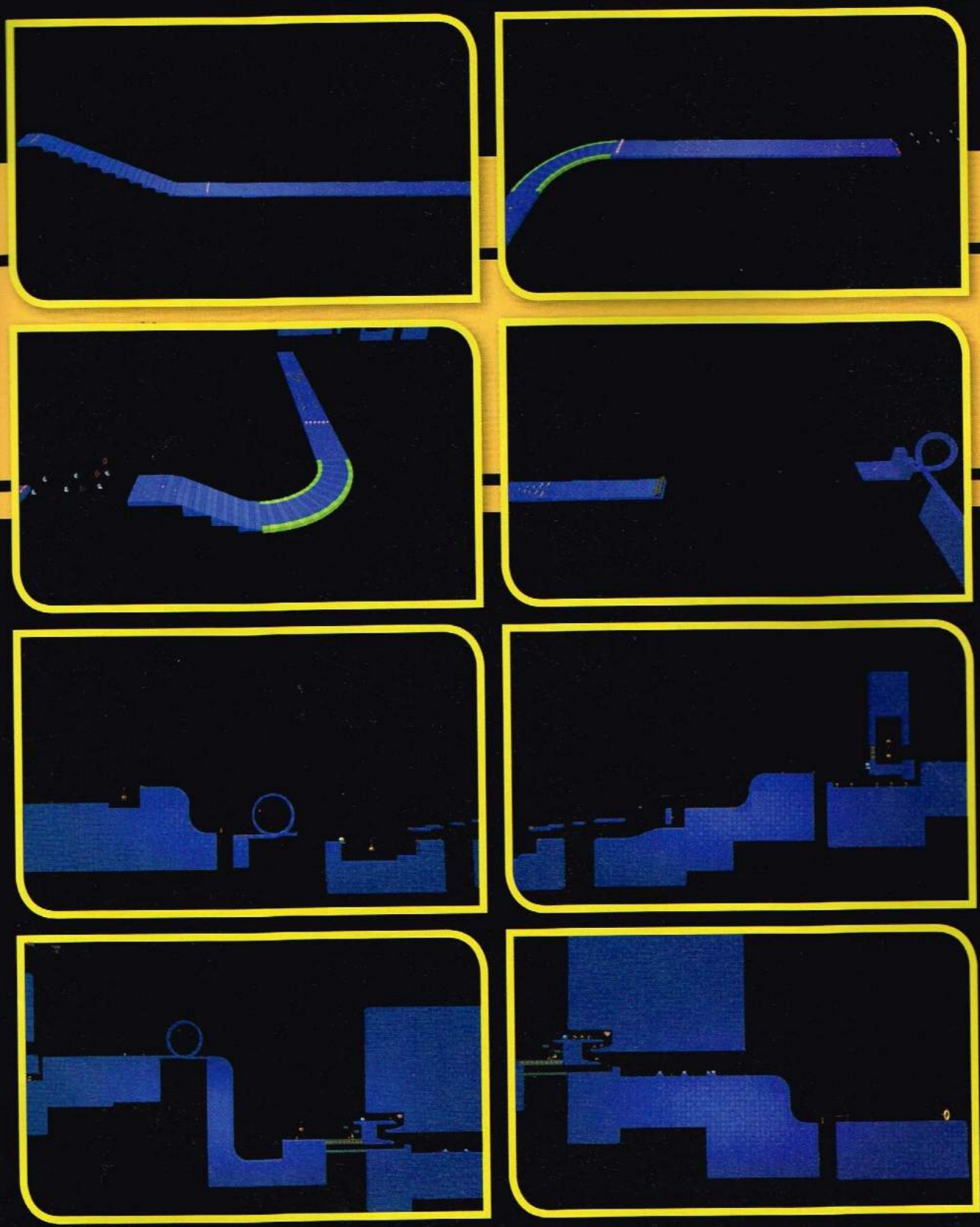
PURPLE STAGE 5-3

This Act really puts the Pink Spikes to the test. Hop and roll up through multiple levels of tower. To open the ceiling of each tower section, you must nail Egg Pawns. The Pink Spikes form is excellent at riding small moving platforms; just jump up and attach to the bottom, then roll to the platform's top in case your color gauge runs out. Remember that Pink Spikes can smash right through destructible crates.





EGGMAN'S SONIC SIMULATOR

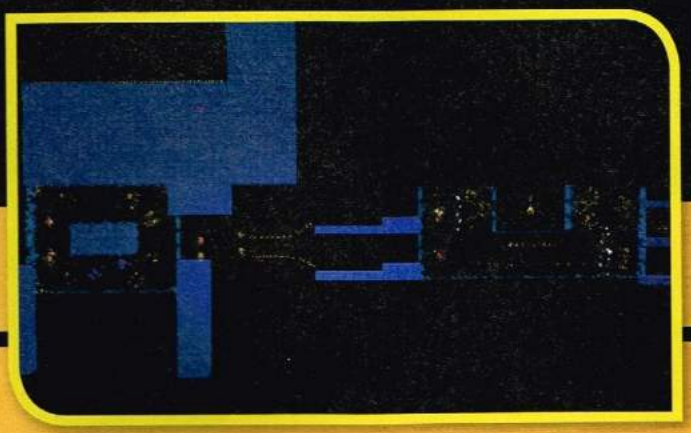


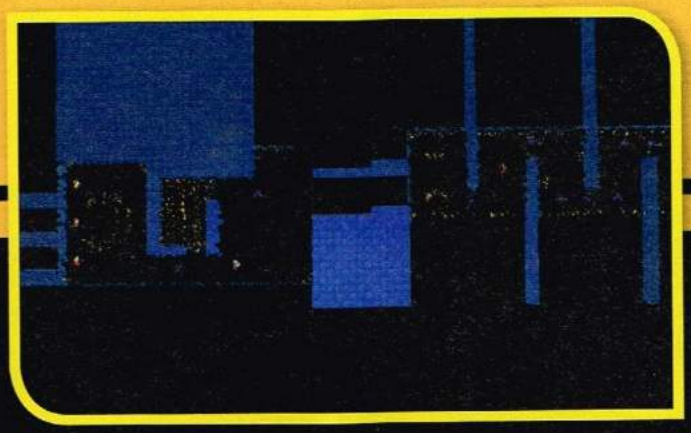
BLUE STAGE 6-1

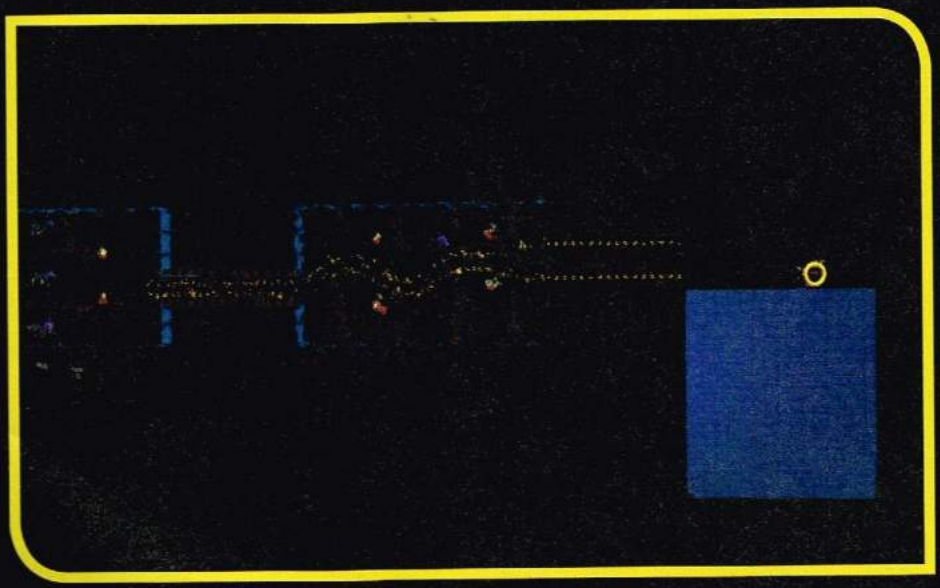
Use Boost to slam through lines of Egg Pawns and try an Air Boost through Spinners floating in the gap. Keep an eye out for zip-line wires that can speed up your progress. The Egg Medal is in an alcove near the end; you can approach it from two different directions, but watch out for the collapsing panels on the bridge just before you get there.

BLUE STAGE 6-2

The key to completing this Act is looking for Ring trails when using Green Hover, then following them with Ring Dash. You can't get very far otherwise. Try not to hover right in front of the Egg Pawn gunners. In most cases, when you nail a gunner, another Green Wisp capsule appears so you can replenish your color gauge. The Egg Medal is tough to get here. It hovers well below a curving, double trail of Rings, so descend toward it, then try to get back up to the Rings for a Ring Dash to the next platform.

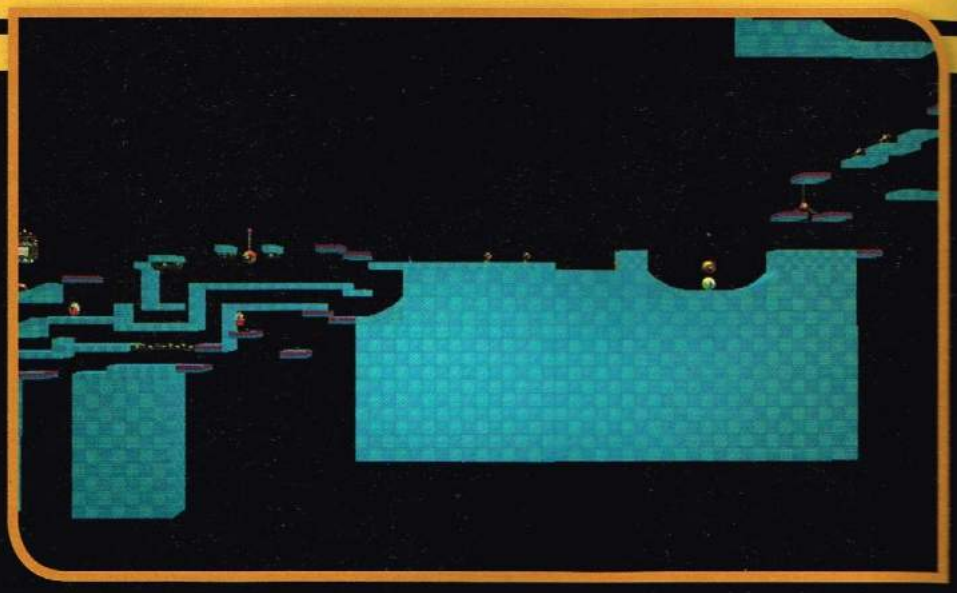






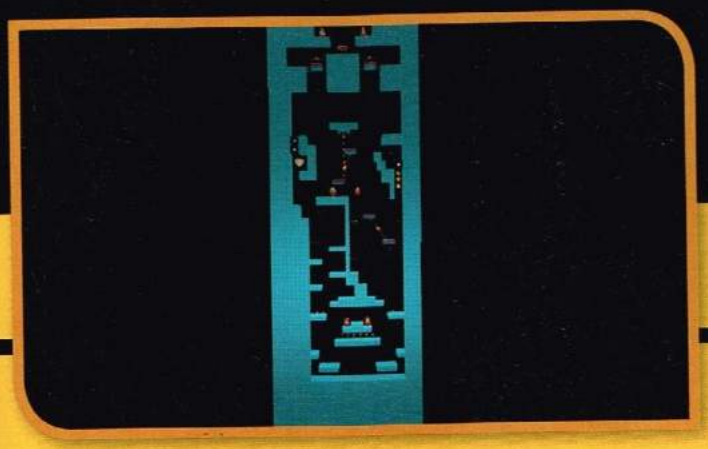
BLUE STAGE 6-3

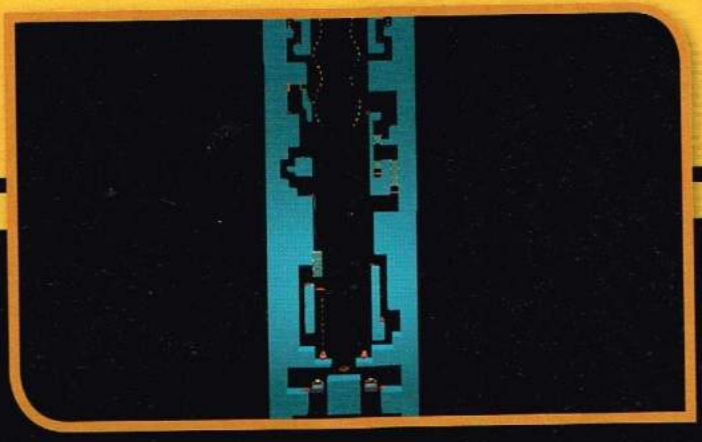
This unique Act alternates between Green Hover and Yellow Drill underwater segments. In the water, don't drop through the bottom surface or Sonic falls and loses a try; Yellow Drill is fast and hard to control precisely, so don't let it dive too low. When you get a Green Wisp capsule underwater, you can still follow Ring trails to speed through each water volume.

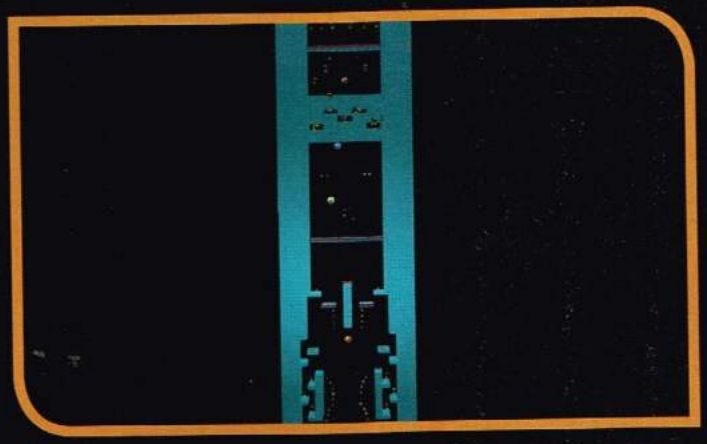


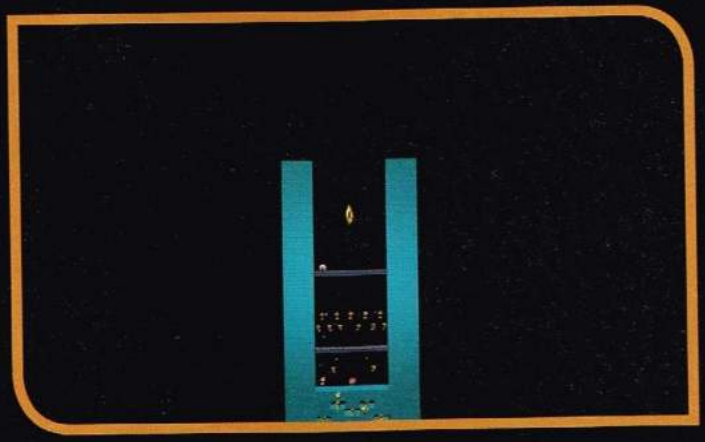
SKY STAGE 7-1

This is a fairly straightforward level. There's only one real trick: When you jump up to hit blue buttons on the underside of platforms that then lower the platforms, try to land and hurry back to the left before the platform drops. This lets you climb the platform instead of getting cut off underneath. Doing this provides easier access to the Slot Machines and the Egg Medal.



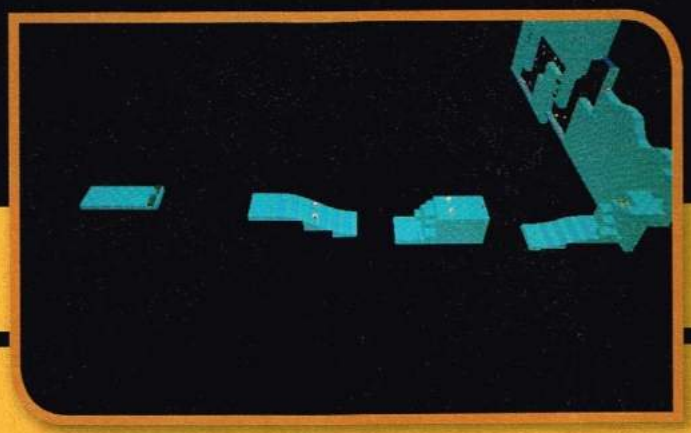


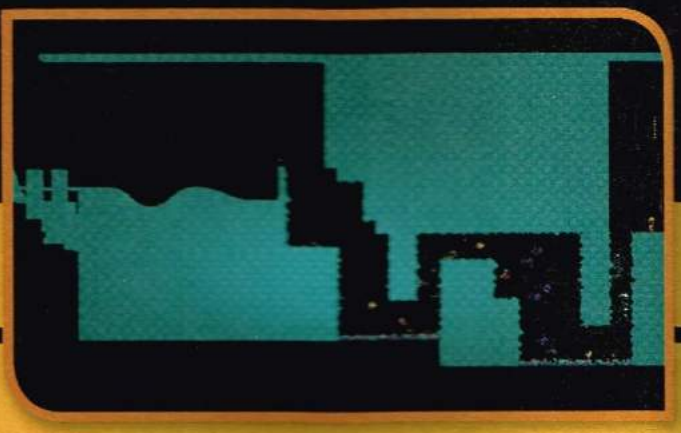


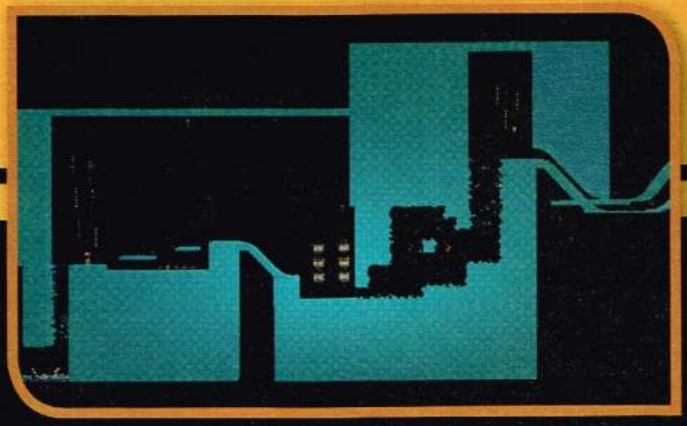


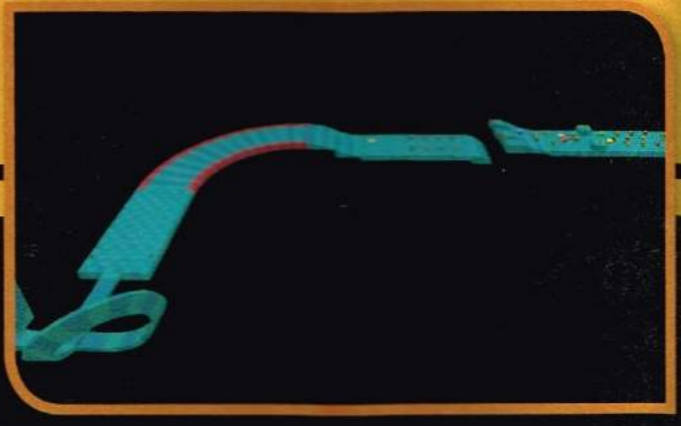
SKY STAGE 7-2

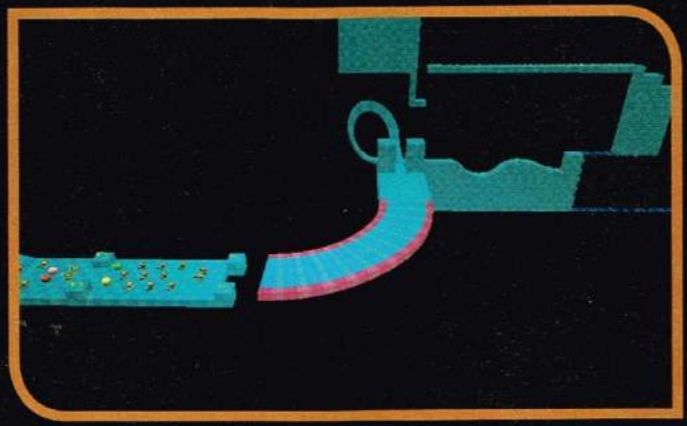
For some reason, we found this to be one of the most difficult levels to beat. It's easy enough using Orange Rocket to shoot your way up the first couple of areas, including a shot right through the Egg Medal from below. But then you reach the rising floor where Egg Pawns keep dropping down from above and a series of billiard balls roll back and forth across the floor. The rolling ball takes out the Egg Pawns, which is nice, but it's pretty tough to keep Double Jumping over the ball while still avoiding pawn attacks. Good luck!

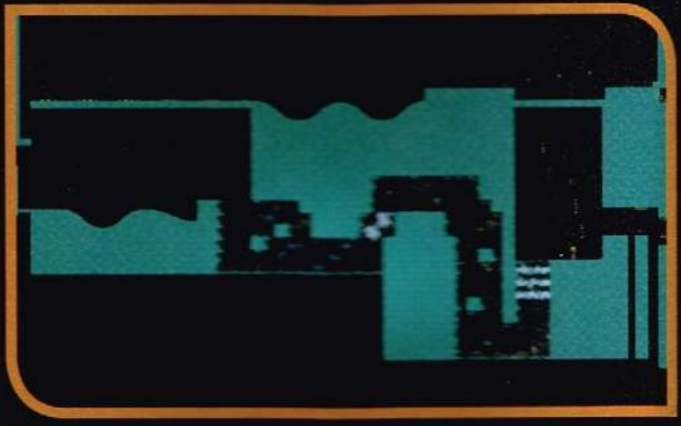


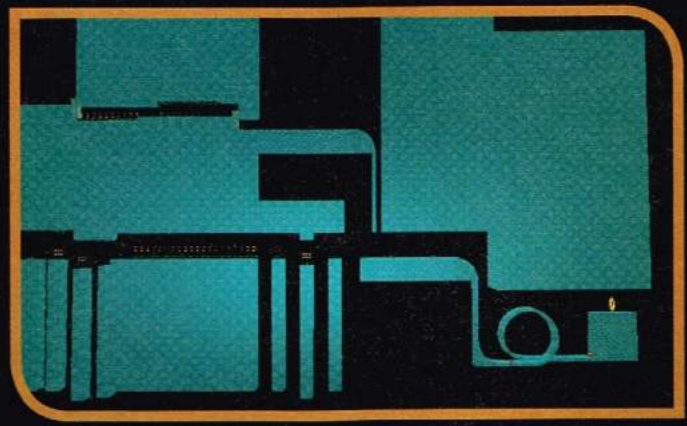












SKY STAGE 7-3

This is a long mission, but you won't find anything particularly tricky here. Don't fall out of the bottom of water troughs, and make sure you set up your Orange Rocket shots underneath vertical trails of Rings. Use Orange Rocket to fly into the Egg Medal, as well. And keep an eye out for the 1-UP spinning above one of the crusher panels en route. You can jump atop the crusher to nab the 1-UP but hop off quickly before it shoots Sonic up into the stratosphere and you lose a try.

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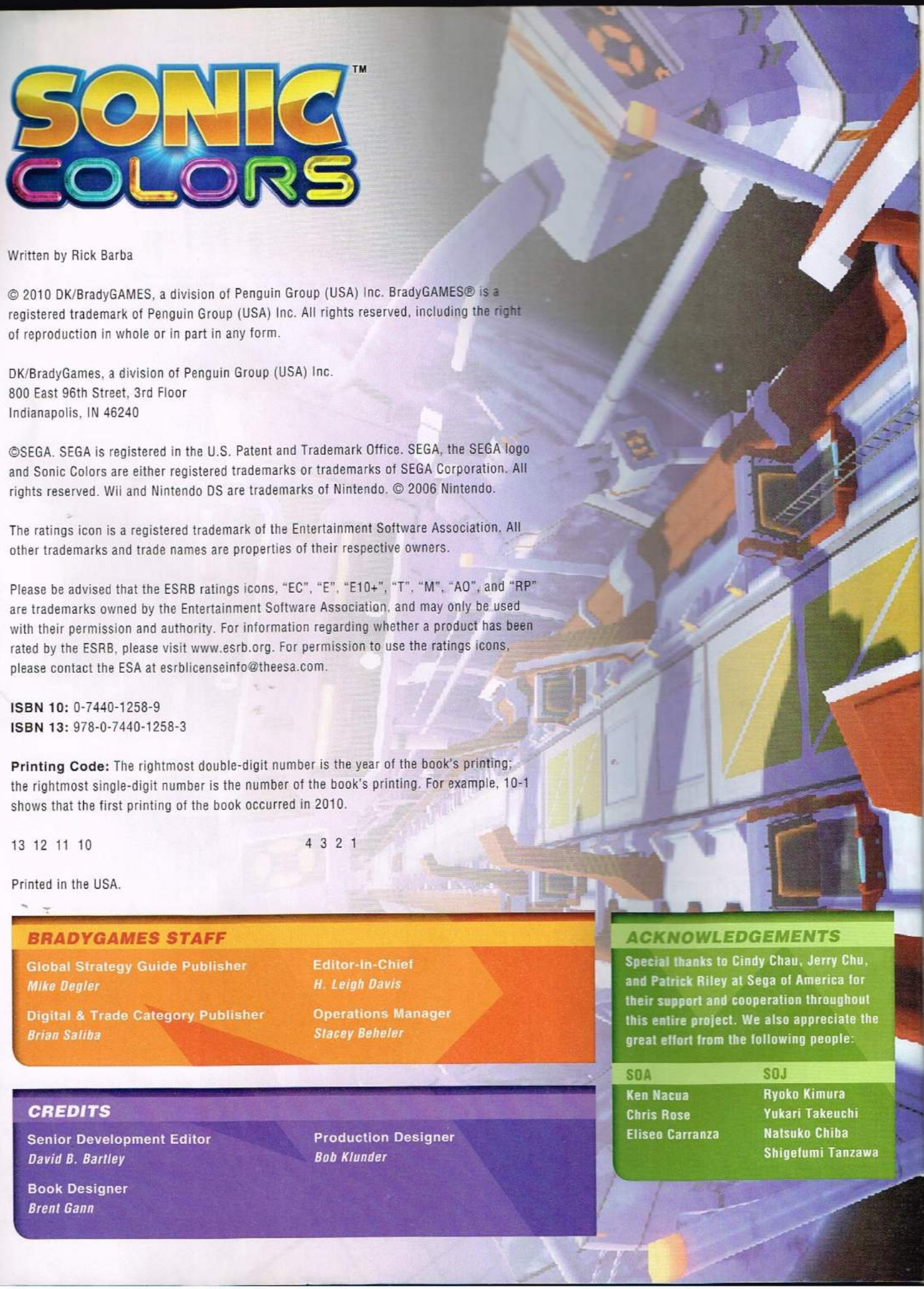

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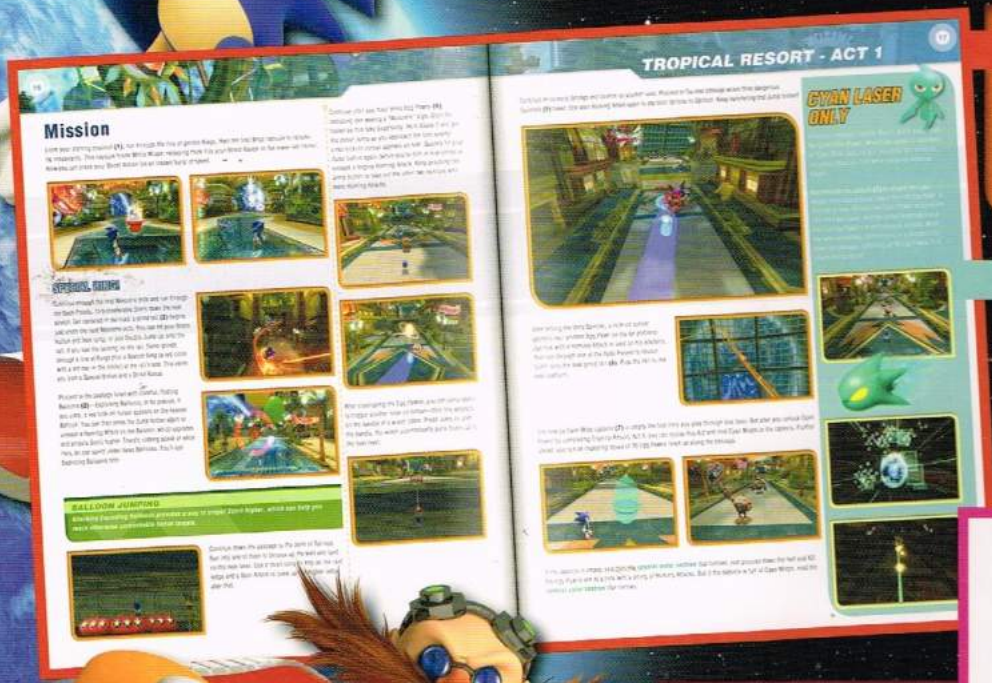

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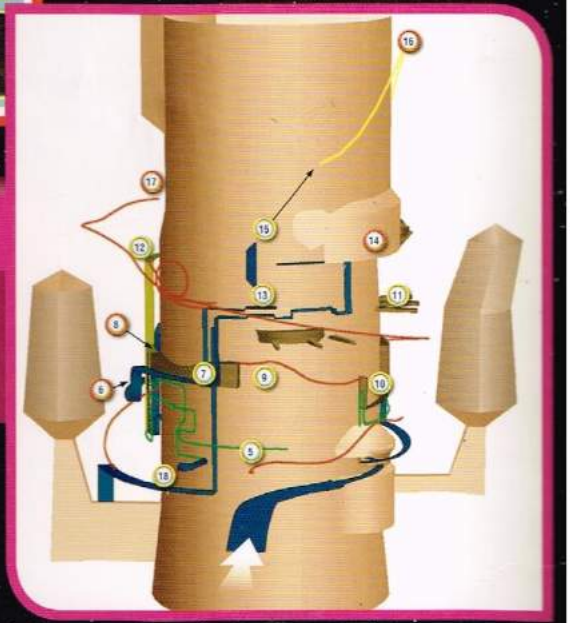

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